

VAMPIRE

THE MASQUERADE



SABRAT

A Guide to the Gehenna Wars

DEDICATIONS

For all the VAMPIRE fans out there and for the love of the game.

DESIGNS

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most of this book is a collaboration of
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Who are the Sabbat?

The Sabbat holds an apocalyptic outlook, believing that the time for Gehenna is nigh, and the Ancients will soon rise from their graves and devour their errant get. The Sabbat believes vampires must assert their place over the mortal world instead of hiding from it, if they are to survive the fangs of their creators. Part fanatical death worshipers, part millennial doomsday cult of Caine, the “Sword of Caine” is neither subtle nor tolerant.

Most of the vampiric Sects believe that the so-called “Sword of Caine” is a collection of mindless barbarians and ultra-violent fiends, or even demon worshipers bent on bringing Satan to earth. As such, the Sabbat are vilified all throughout vampire society, especially among the Camarilla. They’re right to fear the Sabbat, but not for those reasons. While the “Kindred” (a term the Sabbat despise) of the Ivory Tower cower among mortals and cling to outdated Traditions, the Sabbat prefer to indulge in their vampiric nature. They refuse to wear the tattered rags of humanity or to act as slaves and cattle to their elders. Besides, vampires are clearly and openly superior to mortals — do humans lie down with cows and call them brother? As such, Sabbat vampires consider mortals to be tools

and food at best and have little tolerance for “Cainites” who pretend to be human. They are inherently alien and literally inhumane. But the Sword of Caine isn’t just a collection of gore streaked psychotics running around shopping malls with chainsaws. They reject humanity as a moral basis for their lives, so they have turned to other alternatives. They adhere to a wide variety of beliefs and philosophical tenets that force the Beast into a narrow channel and allow the Cainite to maintain a day-to-day existence that resembles stability (if not sanity). Further, the Sabbat not only rebel against morality, but also against their own inclinations towards solitude. They frequently band together into packs that act as one-part religious cult, one-part political faction, and one-part combat unit.



Genius

From the ashes of the first Anarch Revolt arose the Sabbat.

The Sabbat was founded in the 13th century in reaction to the Convention of Thorns which founded the Camarilla and ended the first Anarch Revolt. The Anarchs; mostly Lasombra, Tzimisce and the Banu Haqim that refused the Tremere’s Blood Curse, left the Convention of Thorns for another table. They refused

the Camarilla, these delegates from those Clans met at the island of Majorca and began their own negotiations, aided by several malcontents among the Anarchs, who refused to surrender to the Elders or did not share the view of their main Clan.

It is fortunate for the Sabbat that the Camarilla did not wipe them out in the first nights of their newly achieved freedom. The Camarilla had powerful Elders backing them while the Sabbat hunted their elders, weakening their own ranks. The Sabbat did this too effectively, killing or driving away the most powerful members of their Clans and enemies poured in to fill that vacuum. Fortunately, another Clan faced similar troubles. Elders such as the Malkavian Vasantasena, the Tremere Goratrix, and the Ventrue Dominique Touraine all joined to escape the practice of the Blood Bond. They met with the Lasombra and Tzimisce, ideology was discussed, plans made, and, in the end, the Sabbat was formed. Where the Lasombra brought structure and cohesion, the Tzimisce gave the Sabbat its soul. The Tzimisce shared their rites and developed new ones and refined the Vaulderie, breaking old blood bonds and stitch this monstrous Sect together.



Exoduses

The Sabbat in modern nights is a fraction of what it once was, at least in the cities of The Americas and European countries. Their presence is hardly felt in most cities anymore and the Anarchs filling the void as a threat to the Camarilla. That is not to say that The Sabbat is no more in cities, they are still the bogymen Sires tell to their childre to keep them in line. There are packs of Sabbat that chose not to go to war and stayed behind or came back from the war bloated on the blood of a Methuselah mad with their new power.

The cities of the Sabbat are still off limits to the Camarilla, Montreal is one of them and the Sabbat still hold power in that city. There are just far less of them roaming the streets in modern nights than there once was.

What brought the Sabbat to this? It was really a chain of events. The Banu Haqim antitribu hold a powerful position in the Sabbat, the majority of the Black Hand and the Inquisition are made up of their Clan. When the Methuselah Ur-Shulgi awoken from torpor many of the Clan were given a choice to accept Haqim or be hunted down and destroyed. Some Banu Haqim chose to leave the Sect to re-join the folds of their Clan and others even defected to join their brothers in the Camarilla. This event has left The Sabbat vulnerable to internal and external threats.

The loss of the Sects Stronghold in Mexico City was another blow to the Sect. When the Camarilla attacked the Stronghold many met Final Death, including some Regents and Cardinals, cutting off the heads of the Sabbat. This left many without leaders, ambitions and motivation dwindled among those packs. Those events still did not bring the downfall of The Sabbat, they are still a power the Camarilla should fear. But for some Camarilla cities the Gehenna Wars took a lot of that fear away. No longer did Princes have to worry about being hunted down in their Havens by roving packs of Sabbat troops.

The True Black Hand or Manus Nigrum, the shadow rulers behind the Black Hand, or False Hand as they call it, recently lost their control over the Sabbat. A major event in the Shadowland caused the Manus Nigrum to leave their strong hold in the Underworld. This was a major blow to the order structure of the Sabbat, because the True Black Hand lost their shadow control over the Sabbat was free to make their own choses, and they chose war. While the Manus Nigrum work for the Elders believing they would be the ones to guide them in the end times. While the Sabbat has always worked to destroy the Antediluvians.

Now free to choose their own path with no interference for the Black Hands shadow rulers the leaders of the Sabbat chose to take the fight to the Elders, this was the start of the Gehenna Crusade.

The Gehenna war was meant to pre-empt the Methuselachs and Antediluvians from waking and consuming their get. Turns out digging up crusty old vampires in torpor and destroying them is not the best idea, this event causes other, more powerful vampires, to rouse and awake from their slumber. These vampires they are finding possess powers beyond the nightmares and imagination of the typical Sabbat solider. Entire hunting packs are going out and never heard from again. Many deserters the War and attempt to make it on their own. Deserters face a lot of difficulties, without the protection of their pack mates and Sect some fall to other threats; other kindred, werewolves, the Second Inquisition and many other treats.

More and more of The Sabbat are realizing that this is a war they cannot win, they feel they are being used for by their Elders for a

this Jyhad, asking the question, this is history repeating itself? These neonates are being shipped to Africa and the Middle East to find Elders and destroy them however, these monsters are proving to be more powerful than they could imagine. Luckily for the world some of these monsters are going back in torpor soon after they have destroyed these interlopers, the ones that stay awake are proving to be Hell on Earth for the Sabbat. Members of the Lasombra and Banu Haqim are not the only Cainites that have started to defect from The Sabbat for the protection of the Camarilla against these monsters. Some Tzimisce and Antitribu Clans have defected as well, rather than throwing away their unlives fighting against these walking nightmares.

The Camarilla offers much more than protection from being recruited for the Gehenna Crusade, they offer protection from the Second Inquisition as well. The Second Inquisition has made drastic changes to the Masquerade or The Silence of the Blood as it is known in the Sabbat. Many, neonate and elder Cainites, have fallen to the Second Inquisition, because of their tenuous views on the Masquerade the Sabbat are usually the first to fall when the hunters attack. Recently, some have taken a page for the Camarilla and gone into hiding. These Cainites still hold their beliefs and philosophy's, but self-preservation is a strong motivator.



Titles of The Sabbat

Ductus: Leaders of individual packs, Ducti attend to the operation matters of their charges, resembling gang leaders or chiefs of small tribes. The title of Ductus is largely honorific, according recognition to the most accomplished member of a pack. Some authority accompanies the title, but the Ductus who throws his weight around is likely to find his ass dumped unceremoniously in a trash bin, if not staked out to welcome the next sunrise.

Pack Priest: Priests bear the responsibility for the spiritual wellbeing of their packs. Second in command to the Ductus, the Pack Priest officiates all the rituals observed by the pack, and often creates a few for the sole use of the pack. All packs have at least one Pack Priest, though some rare and large packs have two.

If the Ductus is eliminated, the Pack Priest becomes a temporary leader until a new leader can be appointed by the Bishop, Archbishop, or (in autonomous packs) the pack itself.

Templar: Also known as Paladins, the Templars are an elite force of bodyguards appointed by a Bishop or greater leader. Templars serve a variety of duties, always in a martial capacity. Most Archbishops keep a cadre of Paladins in their retinues to handle delicate matters best solved by a judicious application of violence.

Bishop: Bishops are those immediately below the Archbishop in Sabbat domains, with the same high-level duties but much narrower scope. A Bishop may oversee a single aspect of Cainite unlife in the domain, or she may be a more general spiritual leader, inquisitor against diabolism, military general, or any other specific aspect of Sabbat agenda. Some Sabbat domains have no Archbishop but are instead ruled by a council of Bishops.

Priscus: Superficially, a Priscus is similar to a Primogen, but is never appointed by an Archbishop or Bishop; Prisci rise to the rank over time and according to no specific criteria. A Priscus, politically, is an advisor to the local Sabbat authority figures, with no formal role in Sect politics but great practical influence.

Cardinal: Cardinals oversee Sabbat affairs in large geographical regions. As the superiors of the Archbishops, Cardinals coordinate the Sabbat in their cities and direct them in the Jyhad. Further, it is their direct duty to bring any cities within their territory under the Sabbat's sway. Most Sabbat see their Cardinals no more than once per year, if at all, as the duties of the office keep them in constant communication with Bishops, Archbishops, Prisci, and the Regent herself.

Archbishop: With many of the same powers as the Prince, the Archbishop is the closest analog the Sabbat has to that position. An Archbishop is different, though, in that the Sabbat is less concerned with enforcing the Traditions and more concerned with waging its Gehenna War against the Antediluvians and everyone else. Thus, the Archbishop is part spiritual leader and part warlord, advancing the Sword of Caine's agenda and establishing Cainite primacy.

Regent: The Regent is the ultimate authority over all the Sabbat, ruling the Sect from a stronghold. Each of the Archbishops or councils of Bishops is ultimately accountable to the Regent.



The Factions of the Sabbat

THE SWORD OF CAINE

The Sword of Caine threatens every city it possesses, insinuating itself into urban landscapes until they become nothing but raw resources for the eternal crusade. Although the Sabbat might not be any “eviller” than some of the elders of the Camarilla, they are certainly more overt with their acts of destruction and elaborate games of terror. Because of these tensions, the Sabbat is hardly a unified entity, and the Sect is home to numerous factions of vampires united under the Sabbat's banner.

THE BLACK HAND

One of the most feared is the Black Hand, a special militia hidden within the packs of the Sword of Caine. All members of the Black Hand bear a distinguishing mark — a permanent, mystical sigil on the palms of their right hands. Although this brand may be concealed or made over, it may never be removed — once you're in the Hand, you're a member until Final Death.

INQUISITION

The Sabbat also has its own Inquisition, a small faction of Cainites charged with rooting out heretics and infernalists. If it labels someone as an infernalist, the accusation is unlikely to be denied, and the faction uses torturous tactics to gain the confessions it needs. The Loyalist faction believes that it is the “true” Sabbat, claiming that each vampire is his own master. They preach that the freedom to do whatever you want belongs to all vampires, and they tend to act against their leaders' orders just because they feel they should.

STATUS QUO

There is also the Status Quo faction, who accepts the nature of vampires and knows that shaking the foundations of the Sabbat serves only to distract it from its greater goal. The Moderates oppose the encroachment of rules and guidelines that have no place among such creatures

as vampires, resting between Loyalist dogma and Status Quo conservatism. Finally, the eldest members of the Sabbat belong to the Ultra-Conservatives, those who favour centralization and authoritarianism in order to turn the Sabbat into a military force against the Antediluvians and the Camarilla.

The thread that holds the Sabbat together is a religious zeal to tear down the Antediluvians. When packs or ideologies threaten to explode into all-out civil war, the Sabbat manage to pull together around their common hatred for the Camarilla (who they view as puppets of the Antediluvians). The entire Sect claims that Gehenna is coming, and that they must be prepared. They started the Gehenna Wars on the basis that they no longer are willing to wait for the end times when the Antediluvians awake and destroy the world but will seek out and destroy them and their pawns before they have a chance. The Sword of Caine is here to save the world and take their rightful places as the vampiric lords of the night.

Once the Sabbat was serious threat to the Camarilla. Neonates disgusted with staring at the same elders every night dangling power eternally out of their reach have openly joined the Sabbat. Every Prince grows increasingly terrified that one night the Sabbat will show up in his Elysium and murder him. Various cities that have stood as Camarilla strongholds for years are contested or have fallen into Sabbat control. As the nights roll on however, the Camarilla has weakened the Sabbat significantly by taking out their Stronghold in Mexico City. Adding to that the main body of the Sabbat have moved to fight the Gehenna War, encounters with the Sabbat are becoming rarer and rarer. And what Sabbat they do encounter are typically lone wolfs or stray packs that have left the main body.



Practices

Everything in the Sabbat points back to two key (and often conflicting) principles: freedom and loyalty. Their set of laws, the Code of Milan, reinforces these two points. Cainites are free to do what they wish, but they must always remain loyal to the Sword, because only the Sect can protect free vampires from manipulative elders, especially the Antediluvians. Two of the most influential Clans of the Sect, the Lasombra and the Tzimisce, are believed to have destroyed their Antediluvian progenitors and diablerized them, setting the example for the other Sabbat vampire Clans to follow. But principles and fervour don't always hold the Beast at bay. Just like the Camarilla, the Sect contains its own rivalries and political manoeuvres, as well as religious and philosophical conflicts that can become just as bloody. These conflicts constantly tear at the Sword, often setting them back from their goals as much (or more) than their enemies do. Although the Sect has organization and structure, each Cainite has too many conflicting loyalties to support a rigid structure.

The Sabbat is constantly struggling against itself, only coming together when an enemy appears. The core of the Sabbat is the pack, a collection of vampires bound by Vinculum (a ritualistic Blood Bonding) and common interest. Packs are such an integral part of Sabbat society that Cainites without a pack are often viewed with suspicion and distrust. Each pack usually fights within itself until some authority rises to the top, such as a priest to conduct rituals and a Ductus to lead in secular matters. Higher positions exist but unlike the Camarilla where all power stems from the Prince, in the Sabbat positions tend to build upon the packs. Some dioceses forego higher positions entirely, choosing to have the packs manage and police themselves (often with very mixed results).

Of the Commandments to the Kindred
Thou shalt not slay thy Sire and drink his heart's blood

Thou shalt hold the eldest among you as Lord, even as I
am your Father, the eldest is closest to me.

Thou shalt honor each other's Domain.

Thou shalt not reveal yourselves as Gods to the Children
of Seth.

Honor always your Sire.

Thou shalt teach your progeny the ways of the Kindred.

Thou shalt not Embrace Love

Thou shalt not feed of the Moon-Beasts, the Wild Ones
the diseased, the insane, or the drunken.

Thou shalt protect always those-who-serve.

To your Brothers and Sisters, always give hospitality. To
your Sire's Brothers and Sisters, always give the best part
of your house, to your Progeny's Brothers and Sisters give
a roof from the Sun and the blood of a sheep, no more.

Never forget your Sire's Sire, Caine the Wanderer.

The Code of Milan

- I. The Sabbat shall remain united in its support of the Sect's Regent. If necessary, a new Regent shall be elected. The Regent shall support relief from tyranny, granting all Sabbat freedom.
- II. All Sabbat shall do their best to serve their leaders as long as said leaders serve the will of the Regent.
- III. All Sabbat shall faithfully observe all the auctoritas of the Regent.
- IV. All Sabbat shall keep their word of honour to one another.
- V. All Sabbat shall treat their peers fairly and equally, upholding the strength and unity of the Sabbat. If necessary, they shall provide for the needs of their brethren.
- VI. All Sabbat must put the good of the Sect and the race of Cainites before their own personal needs, despite all costs.
- VII. Those who are not honourable under this code will be considered less equal and therefore unworthy of assistance.
- VIII. As it has always been, so shall it always be. The Lextalionis shall be the model for undying justice by which all Sabbat shall abide.
- IX. All Sabbat shall protect one another from the enemies of the Sect. Personal enemies shall remain a personal responsibility, unless they undermine Sect security.
- X. All Sect members shall protect Sabbat territory from all other powers.
- XI. The spirit of freedom shall be the fundamental principle of the Sect. All Sabbat shall expect and demand freedom from their leaders.
- XII. The Ritus of Monomacy shall be used to settle disputes among all Sabbat.
- XIII. All Sabbat shall support the Black

Addenda to the Code of Milan

- XIV. All Sabbat have the right to monitor the behaviour and activities of their fellow Sect members in order to maintain freedom and security.
- XV. All Sabbat possess the right to call a council of their peers and immediate leaders.
- XVI. All Sabbat shall act against Sect members who use the powers of the Sabbat for personal gain at the expense of the Sect. Action shall be taken only through accepted means, approved by a quorum of Prisci.

The Clans of The Sabbat

Outside of the Lasombra and Tzimisce, most Sabbat vampires consider themselves to be the “anti-Clans” or antitribu of their parent Clans. Some pervert the expectations of their Clans, while others take the core ideas of their lineage to their most monstrous extreme. A few have even become new bloodlines, manifesting different Disciplines because of their place within the Sabbat. Unless they are hasty wartime “shovelheads” that are Embraced, hit over the head with a shovel, and forced to dig their way out of their own grave, most Sabbat vampires go through Creation Rites designed to prove themselves True Sabbat. The rite forces the vampire to prove himself to his new sire or pack, often in a way that strips away much of his Humanity, turning the fledgling from a weak, pathetic human into a proper monster worth of the Sect.

Banu Haqim Antitribu
Blood Brothers
Brujah Antitribu
Gangrel Antitribu
Harbingers of Skulls
Kiasyd
Lasombra
Malkavian Antitribu
Nosferatu Antitribu
Pandors
Ravnos Antitribu
Salubri Antitribu
Serpents of the Light, The Ministry Antitribu
Torcedor Antitribu
Tzimisce
Ventruel Antitribu





Angels of Caine

Banu Haqim *Antitribu*

In the nights following the Anarch Revolt and the Convention of Thorns, Clan Banu Haqim found itself in a deadly predicament. In light of the overwhelming opposition posed by the young Camarilla, the Banu Haqim became targets for the ire of all vampires. To temper the threat the Saracen Assassins posed, the Camarilla subjected Clan Banu Haqim to a powerful Tremere curse, rendering the Banu Haqim unable to partake of Cainite vitae, which was core to many Banu Haqim ethical codes.

Not every Banu Haqim succumbed to the blood curse, however. A few bold Banu Haqim, led by the first hulul, al-Numair, went into hiding. In the nights that followed, al-Numair and his band of rebel assassins joined the young Sabbat, more out of defiance to the Camarilla than support for the sect's still-nascent philosophy. Since that time, however, the Banu Haqim antitribu have assumed an important role in the Sabbat and become some of the most feared members of the notorious Black Hand.

Banu Haqim antitribu serve their clan first and the Sabbat second, though many of their beliefs coincide with those of the sect. Unlike members of their original clan, Banu Haqim antitribu do not revere Haqim. Rather, they see him as they see all of the loathed Antediluvians, as a corrupt, malignant force that will one night rise and devour his children. Instead, Banu Haqim antitribu seek to grow ever closer to Caine, whom the mainstream Banu Haqim regard as an abomination. Regardless, the two clans seem to be on fairly civil terms, though no outsider has come up with a credible reason why. Indeed, the Banu Haqim antitribu seem to bear a hauteur over their mainstream brethren, whom they chide mercilessly for accepting the Camarilla's curse even after than have broken it.

Like members of their original clan, Banu Haqim are masters of assassination and silent killing. The Angels of Caine are a valuable martial addition to the Sabbat, which would lack a good deal of prowess and tactical brilliance without them. Many Banu Haqim antitribu attain significant military rank in the sect, and many more go on to become some of the sect's greatest killer-heroes, leaving corpses and ashes of fallen infidels to mark their silent passing.

Banu Haqim antitribu do not typically assume the roles of pack priests, though many become ducti, especially if combat or assassination is their pack's purpose. Most Angels of Caine belong to exclusively Banu Haqim antitribu packs, though more and more of them have broken this mold, becoming valuable additions to more diverse packs. They do not proselytize as strongly as the non-Sabbat clan does, believing that converting others to their faith is vanity. In the end, Caine shall recognize his own, and others will have been given the choice to follow him or take their own path.



Who are the Angles of Caine?

The Angels of Caine maintain a structure similar to that of the original Clan Banu Haqim. Members follow a hierarchy, unusual among the Sabbat (because most other clans devote their duty to the sect first). Instead of the Old Man on the Mountain, however, Banu Haqim antitribu follow the guidance of the hulul, the eldest member of the clan. Every 100 years, the Banu Haqim antitribu ritually destroy their hulul as an offering to Caine, and one member of the clan is selected to partake of the slain vampire's blood and become the new hulul. The hulul is attended and advised by the shakari, the wisest and most accomplished members of the clan. Vampires below these stations operate much like normal Banu Haqim do, taking assassination contracts and indulging in wanton diablerie. The Gehanna Crusades give the Angels of Caine plenty of opportunity to partake in diablerie.

The Embrace

Most members of the Banu Haqim antitribu hail from Middle Eastern, North African or Asiatic cultures, though these may be several generations removed from their places of origin. More and more, however -- especially among the higher generations -- lineage has grown less important, taking a back seat to ability. Newly embraced Banu Haqim antitribu do not typically become active in the sect immediately, serving seven-year apprenticeships at Black Hand strongholds or under the guidance of skilled masters instead. These mustajib -- deserving ones -- must prove themselves to the clan before being offered the opportunity to prove themselves to the sect.

Banu Haqim antitribu can come from any racial or ethnic stock, though Middle Eastern and North African lineage is still the most common. Like non-Sabbat Banu Haqim, many Banu Haqim antitribu are ex-soldiers, criminals, holy men and explorers. The Banu Haqim antitribu, are often regarded as heretical by their parent clan.

The Bane of The Angles

The Banu Haqim antitribu never suffered the curse that the Camarilla placed on the mainstream clan. While the Banu Haqim are only now returning to the bloodlust endemic to those of Haqim's line, the antitribu have possessed this weakness all along.

When the Tremere curse was broken the Banu Haqim now had the same Bane as their antitribu Clansmates. After this time many antitribu rejoined the main clan again.

Also the skin of the Banu Haqim becomes darker as their Bane grows stronger. For every level of their Bane their skin will gain a shade of blackness until they are the colour of the night itself. Some believe this is due to their rampant diablerie tainting their very flesh rather than an actual curse,

"You are so frail, I am almost ashamed to take your blood. Almost."



Frankensteins



Blood Brothers

Conceived and created in crumbling Old World castles and chantries by the newly vanished Tremere antitribu and a few twisted Tzimisce sorcerers, the Blood Brothers are an artificially engineered bloodline of shock troops and servitors. The Blood Brothers are the dubiously successful result of extensive experiments in blood bonding, intended to create a cell of servants that thought and acted as one.

To some degree, the Blood Brothers are a hive mind, sharing the same conscious thoughts and experiencing their surroundings vicariously through other members of their individual "chapters," known as circles. This link allows them to work effective apart from each other -- the bloodline excels at coordinated combat missions and espionage, provided no one realizes what they are (which, due to their rarity and the difficulty of their creation, is unlikely). They practice an unusual, disturbing Discipline that allows them to "loan" their limbs to one another, heal their compatriots and even capitalize on their shared minds.

Blood Brothers commonly form exclusive packs, in which they undergo Tzimisce fleshcrafting to make themselves look exactly alike -- the better to unsettle their foes. The bloodline is notorious for its lack of personal drive, which makes its members ideal servants; no master needs to fear the Blood Brothers' fangs at his throat. Unfortunately, the bloodline has very little creativity, and it usually lacks the ability to outmaneuver opponents or outthink them, which is a flaw common to any enforced conformity. This is not to say the Blood Brothers are dull-witted or slow; rather, they do not possess much self-awareness.

Few outside the Sabbat have come in contact with the Blood Brothers, and fewer still have escaped to tell about it. Indeed, not many Sabbat have dealt with the Frankensteins, or even know about them. Blood Brothers have become increasingly uncommon in the modern nights, mostly due to the fact that the Tremere antitribu no longer exist to create new ones while the existing Blood Brothers have typical Sabbat rates of Final Death. Blood Brothers cannot Embrace (a fail-safe put in place by clever experimenters who had no desire to repeat the Gargoyle fiasco), yet they are vampires in every other respect, including the ability to create ghouls.

Who are the Blood Brothers?

For most Blood Brothers, unlife begins and ends with the circle, which consist of three to seven members. They may attend other Sabbat functions, but their master or patron dictates most of their purpose. Blood Brothers feel no inherent allegiance to other circles, above and beyond that of the duty to the Sabbat. The bloodline treats others with cold difference, and its members seem somewhat reluctant to let outsiders know much about it. Perhaps their ends are best served in secrecy.

"The Embrace"

Blood Brothers may not Embrace -- the must be created via Blood Sorcery and rituals. Should a Blood Brother attempt to Embrace a mortal, that mortal simply dies, robbed of all her blood. When a new circle is created the Tzimisce creator usually select mortal families, gangs or other extant groups from which to create Blood Brothers, capitalizing on the conformity and camaraderie therein. Female members are exceedingly rare, but not unheard of. The creation of the Blood Brother circle effects the memory of the individual, they forget who they were and their past ceases to have relevance after his "Embrace". Vampires of this bloodline become devoted entirely to their circle and sect, and all other concerns vanish. All Blood Brothers in the same circle must begin with the same Generation and blood potency.

During the ritual the individual becomes one and their features conform to resemble each other not only in mind but in body as well. Barring a few scars here and there, Blood Brothers look exactly like other members of their circle. Most shave their bodies completely before the Embrace, ensuring an eternity of hairlessness, though this is not always the case. Additionally, many Blood Brothers tattoo numbers

or other symbols on their bodies before their Embrace (often on the base of the neck, but sometimes on their stomachs or ankles), which identify which circle they

belong to and in what capacity.

Our Bane

The Frankensteins feel each other's pain. If one takes damage, every Blood Brother of the circle suffers. Each member of the Blood Brothers circle takes damage.

The wounds can only be healed after the individual that initially damaged heals their own wounds. After that they must wait their Bane level in turns before they can heal their damage.

Only the greatest wound penalty applies -- if two are wounded, all members of the circle suffer the largest penalty. This effect is not cumulative, though all members may feel wound penalties for multiple rounds (assuming one of their number suffers damage every turn).

Clan Disciplines:

Fortitude, Potence, Sanguinus.

Compulsion

UNITY

If a Blood Brother suffers from their clan compulsion they have an overwhelming drive to be one with their fellow circle. If they are not touching them they suffer a negative 2 on all dice pools for an entire scene.

"You are not supposed to be here. We will show you the way out; one piece at a time, if needs be."

Brujah *Antitribu*

During the Anarch Revolt, the young majority of Clan Brujah was the first and most vocal to rally the cause. The elders of the clan, after passing interest in the challenge to the other elders' status quo, judged the anarchs to be in error. After much debate and posturing, the elders and loyal childer of Clan Brujah turned their backs on the "daft and dangerous" vampires who called themselves anarchs. As a result, the Brujah anarchs, who almost unanimously refuses to bow to the Convention of Thorns, bear a tremendous grievance against the parent clan and support the Sabbat with fervour. Unlike the Camarilla Brujah, Sabbat Brujah often feel very strongly for their sect -- while Camarilla Brujah bemoan their apathetic elders and spend their nights fighting in the parking lots of punk rock nightclubs, the Brujah antitribu have taken the Great Jyhad to the elders and Antediluvians themselves.

Of all the clans of the Sabbat, the Brujah antitribu are probably the most like their parent clan, with a few striking differences. The clan not only supports its sect with enthusiasm, it takes an active part in the nightly conquest and Jyhad that has made the recent Sabbat war effort so successful. Although still waters may run deep, the sanguinary turbulence among the Brujah antitribu does not indicate lack of intellect or profundity on their part.

Brujah antitribu make brutal shock troops and effective foot-soldiers for the Sabbat, and they find their greatest comfort in this role. Ruthless and vicious to the last, the Brujah antitribu enjoy their martial roles. As the Damned, they reason, why not indulge in a little violence and sadism to pass the innumerable nights? Fewer dissidents find their place among the Sabbat Brujah than in the ranks of the Camarilla, but that seems to be because the Brujah antitribu have better luck -- or skill -- choosing childer who are not so arbitrarily contrary.

The Sabbat Brujah are likely the most numerous non-Lasombra or Tzimisce members of the Sabbat, due to the fact that the clan is the least disposed to seeing the big picture. They take what they want when they want it, whether it is new childer, desirable vessels, shares of their cities vice trade or the money in your pocket, and woe be to whomever would stand in their way. Other Sabbat frequently consider the Brujah antitribu base and classless, while the clan sees itself as the closest in ideology to the Sabbat's original intent -- freedom.



Of late, many Brujah antitribu have grown frustrated with the antiquated leadership of the Lasombra and Tzimisce, and they have plotted their own spectacular plans and won their own victories. Most members of this clan find places among the Loyalist faction, and some few manage to transcend their atavistic urges to become productive members of the Black Hand or Inquisition. Indeed, the Brujah antitribu seem to be on the cusp of something momentous, and only time will tell what their nights hold in store.

Who are the Brutes?

Organization is an uncomfortable concept to many Brujah antitribu, who prefer to take things one night as a time and do what they will whenever they get the urge. Brutes sometimes support the ideas of the Loyalists, and enjoy the lack of formality associated with allegiance to that cause.

The Brujah antitribu sometimes hold Raves (and, less frequently, Rants) like the Brujah of the Camarilla, though these bashes are more like to revolve around carnage and wanton destruction than discussion and debate.

A hooded figure with glowing red eyes and a beard, holding a large, curved knife. The figure is wearing a dark hoodie and is set against a dark background. The figure's face is partially illuminated, showing a menacing expression.

*"Fuck! Did you
see how easy
that guy's
arm popped off?
I barely pulled
on it! These
fucking
juicebags make
me sick."*

SUBTERRANEAN

Gangrel *Antitribu*

Feral and untamed, the Gangrel antitribu show an animalistic face to the Sabbat. Having grown apart from the Gypsy heritage of the mainstream Gangrel, the Sabbat Gangrel have returned to their bestial sides, becoming deadly hunters whose skill in the pursuit of prey is unmatched. The clan includes subtle slayers and savage berserkers alike, and the skill with which the Gangrel take on their foes lends a powerful strength to the sect. Gangrel antitribu are not sadistic bullies like the Brujah or mindless automatons like the Blood Brothers, however. Rather, they are instinctive, predatory creatures, enjoying the thrill of the hunt almost as much as the heady rush of feeding.

The Sabbat Gangrel have seen a recent influx of defectors from the Camarilla in recent nights, though few of these vampires seem to want to share the reasoning behind the exodus. Many whisper of "sleeping horrors" awakened, and the fact that the Sabbat has been "right all along." The sect as a whole seems frustrated by this turn of events and apparent reluctance of the defectors to speak about their motives, but whatever it is that scares these urban predators, it must be of epic scale.

Gangrel antitribu divide themselves into two sub-clans, based on the deviation of clan blood thought to have occurred in the late 18th century. The "original" Gangrel, known in the Sabbat as Country Gangrel, are similar to their erstwhile Camarilla counterparts, shunning society and eking out unives as lone hunters. They resemble the monstrous vampires of mortal legend, possessing the abilities to assume animal forms and call on nature's lesser creatures. The Country Gangrel suppose the Sabbat as scouts and warriors, using their animal contacts to retrieve information and their martial prowess to rend foes to bits.

City Gangrel are rumoured to have become a distinctive bloodline during the time of the Industrial Revolution, when cities became larger and less dependent on the resources of the countryside. Rather than forage for themselves in the hinterlands, a certain few Gangrel made havens for themselves in the cities, becoming monsters of urban legend and spreading terror in the wake of their feeding binges. No less animalistic than their Country Gangrel siblings, City Gangrel hide among the refuse and alleys of the city rather than the Lupine-infested copses other Gangrel prefer.

More so than other Gangrel, however, Gangrel of the Sabbat realize the importance of watching each other's backs during these tumultuous nights before Gehenna. The cities and outlands alike harbour many dangers, and a pack stands a better chance of dealing with them than an individual does. In this way, the Sabbat



Gangrel consider themselves more in touch with their animalistic sides than Camarilla or independent Gangrel by emulating the wolves and lions of the wilds.

Who are the Hunters?

Country Gangrel and City Gangrel bear a certain animosity toward each other, which is likely a result of the clan's division so many centuries ago. City Gangrel believe their Country brethren to be bumpkins and rustics, while Country Gangrel feel that the City Gangrel have debased themselves, becoming carrion-eaters and dwellers-in-trash. This dispute appears to be primarily a "family matter," however, and few outside the sect see it, because the Gangrel certainly don't advertise. Gangrel antitribu tend to respect accomplishment among their members, and many amass some degree of temporal power in the sect (often to their chagrin). Rather than shirk their sect responsibilities, however, Gangrel antitribu bear their burdens with a certain savage nobility.

City Gangrel Clan Disciplines

City Gangrel come from the ranks of the homeless or foreign cultures resigned to ghettos in the vast urban sprawls. Over the centuries these vagabonds and societies outcasts have developed different in clan Disciplines to their Country counterparts; Celerity or Obfuscate replace one of both Fortitude and Animalism but they keep Protean.

*"Watch carefully --
if you bite your
prey like this, you
reduce the spray of
blood from their
veins, which means
more for you and
less waste. Just
leave the body
behind that
dumpster and we'll
move on."*



LAZARENES



Harbingers of Skull

A recent addition to the Sabbat, the bloodline calling itself the Harbingers of Skulls claims a history of treachery, for which it seeks to exact a hellish vengeance. Members of the bloodline are quite powerful without exception, and they claim to have returned from their banishment to the realms of the dead. Long ago, they whisper, a rogue society of sorcerers hunted them for their blood, stealing immortality to further their own arcane lusts for power.

Few Sabbat believe this fairy tale of ancient injustice in these modern nights, but the Harbingers are afforded a wide berth nonetheless, given the immense potency of their magics and their discomfiting eccentricity. The Harbingers of Skulls are necromancers on par with (and some say exceeding) the dreaded Giovanni, surrounding themselves with miasmas of death, murder and mortification, all toward the end of righting their legendary wrong. It would seem, however, that for all their polemics, something rots below the surface they present. Like the corpses they themselves resemble, something eats away at them from within.

The Harbingers of Skulls have been members for the Sabbat for only a few years, and few of the youngest members of the sect have ever heard of them, let alone seen one. Apparently, one of their number came forth with a proposition to the cardinals, prisci and regent, who conferred and welcomed the Harbingers to the Sword of Caine. Since then, the Harbingers of Skulls have amassed unheard-of-power in the sect (given their small number, which is estimated in the low hundreds). The Black Hand, the Inquisition and even the ranks of prisci now claim members of the Harbingers among them. Scions of the Sabbat appear to reap great benefits from the Harbingers' death magic, maintaining contact with fallen allies or tormenting enemies from beyond the wall of Final Death. Indeed, the Harbingers seem more than willing to offer aid to the Sabbat compatriots -- in exchange for favors to be determined later.

Cursed by Caine's blood with the countenances of corpses, the Harbingers often flat the tattered, grave-tainted flesh from their heads, leaving them with grinning rictus of their namesake. Masks and ceremony play an important part in the bloodline's culture, and elders among these Cainites maintain vast collections of ritual masks and implements that they wear and use in their necromantic rites. It has been rumored that the vitae in their veins is ancient and quite potent, and perhaps their claims of grandiose history are not far from the mark. Whatever the case, the Harbingers of Skulls simply ignore inconvenient lines of questioning, preferring instead to spend their hours amid the tombstones of cemeteries or in deep contemplation of the powers of the dead.

Who are the Lazarenes ?

The Harbingers of Skulls have little organization, and most eschew social company, preferring to be left alone to study or hatch their plots. They do gather infrequently, but to what purpose has never been confirmed. Vampires outside the Harbingers' circles suspect everything from schemes to bring down the Sabbat from the inside to symposiums on the most recent research involving the lands of the dead. The Harbingers of Skulls do maintain some form of visible hierarchy, however, as evidence by their masks and rituals. The more esteemed or accomplished members of the bloodline wear much more elaborate masks, and they are ritually acknowledged by lesser Harbingers, though the precise system has eluded onlookers to the date.

The Embrace

The backgrounds of those who become Harbingers of Skulls is unknown -- it is believed that the bloodline has not embraced since its introduction to the Sabbat. If this is true, murmur the young members of the sect, the Harbingers must be ancient, accomplished and critical, as they seem not to deem children of the modern nights worthy of their brand of Caine's curse.

Clan Compulsion

DEATH OBSESSION

Harbingers of Skulls have morbid view on things, and are obsessed with death. When they fall under their clan compulsion the Harbingers of Skulls will feel the need to study death. Any roll not involved with studding death and the dying is rolled with a negative 2 dice to their dice pool.

Our Bane

Regardless of the quantity of blood a Harbinger of Skulls consumes, her skin maintains a deathly pallor. Even the Blush of Life they are pale and gaunt.

Additionally, over time the Harbingers' skin begins to shrink making these Cainites appear skeletal, with bony limbs and faces frozen into an immortal death's grin. Because of this decidedly unwholesome and morbid visage, For every level of their Bane the Harbingers of Skulls reduce their looks Traits. by one

Clan Disciplines

Auspex, Fortitude, Necromancy

"Nothing - nothing - burns as hot as the wound left by the knife of treachery, especially when it has been left to fester for eons."





Weirdlings

Kiasyd

The origins of the strange Kiasyd bloodline have been lost to the passage of centuries, but their affection for pomp and their curious powers lead some Cainites to suspect that their roots lie with the Lasombra. The most pervasive theory attributes their creation to unholy experimentation with the blood of the Wild Ones and forbidden deals made with demons. Whatever the truth, the result is one of the strangest consanguinities of vampires in the World of Darkness.

The Kiasyd are scholars and keepers of secrets. They tend to be observers rather than taking an active part in acts such as War Parties. Kiasyd don't like to take physical actions against an opponent, preferring to spar with wits and words instead. They jealousy guard their knowledge and their private collections. While a Kiasyd's home is always open to visiting members of the bloodline, all Kiasyd are viciously territorial, and most cities house one member of the bloodline, at most. Weirdlings don't like to compete with each other for knowledge. If one encounters two Kiasyd together, it is likely an elder with her childe, who may study with the elders for upward of 50 years. Eventually, however, the time will come when the childe will seek his own haven, almost always in a different community.

The Kiasyd are well known for being very calm and studious. Their *raison d'être* centres around their collections of scrolls, books, spells and vampiric lore piled high on their library shelves. Their unusual stature and unquenchable thirst for knowledge make for very high-stacked shelves indeed.

As to the Kiasyd's membership in the Sabbat, the theories again involve Lasombra influence. Whether the Keepers have struck a bargain with the Kiasyd, trading secrets for protection, or whether their relationship is a more sinister brand of master and servant, few can say. Their inquisitive natures hide devious, twisted personalities, warped by massive amounts of forbidden lore and probably the far blood that contributed to their initial creation. In fact, some Kiasyd are rumoured to be addicted to the blood of the changelings, drawing sustenance only from its magical nourishment rather than the pale, tepid taste of mortal blood. Other Kiasyd are suspect of even more perverse tastes, feeding only while violating their vessels in impotent parodies of sexual ravishment or stealing children away under the light of the full moon to eat their flesh in their own libraries. In the end, all that is truly known of them is that they are enigmas, suffered only for their knowledge.



Who are the Weirdlings?

Weirdlings have a formal, almost Victorian organization, based on numerous distinctions that have meaning only to the Kiasyd. Every 50 years, all Kiasyd attend a formal affair at the haven of a duly selected member of the bloodline, where they discuss new lore they're unearthed and new mysteries they've unravelled. Very rarely, the Kiasyd invite an outsider or Sabbat pack, who are expected to converse intelligently in the matters the Weirdlings raise. Boorish or obstinate packs are dealt with in appropriately malevolent fashions, from wicked snubbing to unbreakable curses.

Clan Compulsion

REPULSION

The Kiasyd's find being around the living uncomfortable, they must roll Composer in order to stay in the company of other not of Fae blood or alive. Any roll involving socially interacting with the living is reduced by 2 in their dice pool. If they are prevented for leaving the company of the living they must roll for frenzy.

"Be very careful. That's an original Gutenberg Bible you're handling. If you damage it, I shall have no choice but to exact reparations; I doubt you'd live long without your skin."

Clan Disciplines

Dominate, Mytherceria, Oblivion

Bane

The Kiasyd's shortcomings can be attributed to their mixed blood. Pure iron causes great discomfiture in the Weirdlings. Being in the presence of iron -- within a number of yards equal to the Kiasyd's Bane, raises the Kiasyd's frenzy difficulties by one. Touching it causes an immediate frenzy roll, and wounds caused by iron weapons inflict + 1 damage per bane level, the damage is none halved superficial damage .

Appearance

The Kiasyd have retained the unusual beauty of the fae folk. Their skin is chalky white, which takes on a faint bluish glow in the moonlight. Rumor has it that the tone of a Kiasyd's skin is an indication of the age of the vampire, but Kiasyd are much too polite to talk about themselves, so no one knows for sure. They are willowy tall -- six to seven-and-a-half feet -- and they have angular noses, cheekbones and ears. The eyes of a Kiasyd have been similarly distorted, showing only inky blots with no discernible whites or pupils. Some Kiasyd prefer to dress in Victorian or goth clothing to reflect their studious, somber mood, much to the amusement of more modernized vampires. Long hair or a bandana, and sunglasses hide their unique appearance from prying eyes.

Keepers

Lasombra

The Lasombra clan has fallen from grace -- and its members enjoy it. Simultaneously graceful and predatory, the Lasombra guide -- and, when necessary, whip -- the Sabbat into an implacable force. Turning their backs upon the humans they once were, Lasombra give themselves wholly over to the dark majesty of the Embrace. Murder, frenzy, predation: Why fear these things, many Lasombra ask, if one is meant to be a vampire? In contrast to the Tzimisce, though, Lasombra generally seek not to reject all things mortal, but to shape them for their own pleasure.

The Lasombra have been involved with the Church since its inception, and some Kindred whisper that the clan was instrumental in the spread of the Christian faith. In modern nights, however, Lasombra have turned their backs on that divine institution. There are exceptions, of course, but for the most part, Clan Lasombra bears only contempt for the notion of salvation. In fact, the Lasombra brought many of the Church's rites and rituals into the Sabbat sect, twisting them into mockeries of Christian doctrine. The Lasombra ordained many of the sect's auctoritas and ignoblis ritae, so that the vampires of the Sabbat might never forget who and what they are.

Lasombra are best known for their Discipline of Obtenebration, a means by which they call forth a tangible "living" darkness, manipulating it at their whim. Clan doctrine holds that this "darkness" is in fact the stuff of the vampiric soul, which has been simultaneously strengthened and corrupted by the Embrace. Through the Curse of Caine, some Lasombra believe, God has cast them out, and thus it is their duty to build a new order on Earth via the Sabbat. More scientific Lasombra scoff at this superstition, but even they tend to believe that, as vampire, they represent a new and more advanced breed of sentience, one unconcerned with petty human notions of ethics. Let the milksops of Clan Ventrue burn in the solar fires of martyrdom; the Lasombra are happy with what they are.

Naturally, the villainous outlook is not universal among the clan, but many newly Embraced Sabbat Lasombra take great glee in the wanton destruction and vulgar depravity that such a philosophy allows. In striking contrast, some elder Lasombra maintain their ties with the Church, though even they seem to consider themselves "tools of the Devil." The two groups do see eye to eye on one matter: Members of Clan Lasombra, as consummate manipulators themselves, adamantly refuse to submit to the antiquated whims of the Antediluvians. They fight the Jyhad proudly, but unlike many Kindred, they firmly believe they can win.

The typical Lasombra possesses a gift for manipulation, as well as keen leadership skills. Lasombra are the most common leaders of Sabbat packs, as their motivational and Machiavellian natures make them ideal for orchestrating the movements of the sect. Unfortunately, pride goes hand in hand with this dark nobility, and very few Lasombra acknowledge other vampires as equal, let alone superior.



Who are the Lasombra

Clan Lasombra's structure is simultaneously formal and open. Respect and homage are afforded to the elder warriors who helped found the Sabbat, but younger members operate with almost no guidance from the clan as an entity. Quarterly meetings known as conventicles, serve to keep the Lasombra informed as to each other's status, and blood-drinking rituals are performed at these meetings. While no Lasombra ever told "You may not do that" (at least not publicly), almost all Keepers have a profound respect for tradition. A secret Lasombra coterie know a Les Amies Noir is rumoured to hand down "death sentences" on those Keepers who bring undue shame, attention or ignominy to the clan or its members.

Clan Disciplines

Dominate, Obtenebration, Potence.

*"Shadows? Hah!
I wield Darkness
itself, not mere
shadows! Tell me
-- could a shadow
do this?"*

Malkavian *Antitribu*

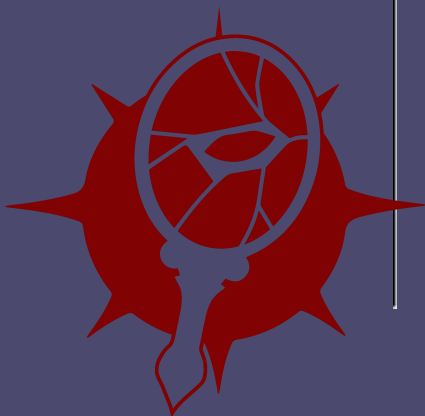
Cainites are humankind's base nature made flesh, and the Sabbat are Kindred who accept their nature and revel in the power of the Beast. The Malkavian antitribu, then, are the Beast unrestrained. While Camarilla Malkavians may instruct or illustrate an idea using their madness, the antitribu seem more concerned with spreading madness, much like a disease. If a Malkavian is crazy like a fox, their antitribu are rabid foxes.

The Malkavian antitribu wield their dementia like double-edged swords. To the antitribu, insanity is a weapon, albeit one that hopelessly distorts them. Mastery of its use may take decades, or even centuries. At once completely independent, yet strangely joined to other Freaks by an inscrutable group consciousness, a member of this clan is not easily forgotten -- no matter how badly one may wish it so. Malkavian antitribu are skilled at psychological abuse. By combining forceful words with subtlety, and the use of trust violated by moments of sheer terror, the Freaks can pry information from the most stoic victim or mortify even the staunchest of captives. It is for this reason the Sabbat hasn't destroyed the clan outright; it's too useful. From the most distinguished archbishop to the lowest ductus, vampires who have dealt with the Malkavian antitribu know that they are holding a weapon that may fully intend to annihilate its wielder.

Like other Malkavians, the Malkavian antitribu suffer the permanent mark of madness, though few know that they are incurably insane, and many outlets for their "philosophy" exist in the Sabbat. They seem to have the lest fear of Final Death of any Cainites, both inside and outside the Sabbat. They make fine soldiers or officers in times of war as well, for they believe that it doesn't really matter who fights the battles, as long as chaos comes out of order, and the cycle of chaos continues.

For a time the Sabbat were unsure of how to deal with the Malkavians in their midst. The Freaks could follow rules when it served their purposes, but for the most part, they were uncontrollable. Some Sabbat packs kept their Malkavian members locked away, bound in basements and crypts until the sect needed to loose the psychotics on their enemies.

According to popular rumour, it was this lack of respect for their unique insights that promoted the great Malkavian "disease." Starting in the depths of a thought-starved delirium, the seeds of mass psychosis started to form. Maybe it was an attempt by the Malkavian antitribu to show the clans that they would not be so easily manipulated. Maybe it was just a neat thing to try at the time. Whatever the case, one thing is certain -- the parent clan outside the Sabbat has become "infected." What this means, none outside the Malkavian antitribu know, but its possible



repercussions set even the stalwart Lasombra on edge. Even this minuscule bit of knowledge comes only from consistent corroboration on the part of worried Cainites.

The Malkavian antitribu display a keenly vicious edge to their insanity. Rumors abound of Sabbat packs' seers who divine a War Part's success by reading entrails ripped from a still-living human and of blood-maddened prophets who presage the coming of Gehenna in this, the Time of Thin Blood. The most dangerous of all -- the serial killers, suicide cultists and the like -- may be "bred" for special missions into fast-held Camarilla territory, sent to spread the madness with which they are burdened, to pave the way for the Great Jyhad.

Who are the Freaks?

With the Malkavian antitribu, any concept, Nature or Demeanor may be apropos. Mental Attributes are almost always primary. Any Ability category can be primary, depending on the focus of the Cainite's derangement. Common Background Traits include Herd, Contacts and Mentor. A Mentor might be an older Sabbat Malkavian trying to attune the younger one to their own madness, while Contacts include doctors, psychiatrists or police investigators. Few Malkavian antitribu can summon the cogency to adopt a Path of Enlightenment, but those who do may most often be found on the Paths of Caine, Power and the Inner Voice or Lilith.

Clan Disciplines

Auspex, Dominate, Obfuscate

"Who would have thought a woman that size would have so much blood in her? Besides God, of course -- God knows everything. Can we get someone to clean this up?"



CREEPS

Nosferatu *Antitribu*

Cainite historians suspect that the Nosferatu antitribu joined the Sabbat not out of resentment for their elders, but out of something more malevolent underneath the clan's pustulant facade. Indeed, the Nosferatu antitribu seem to be on at least civil terms with their Camarilla counterparts, but their apparent cohesion may simply be due to the fact that they are beyond such things as petty allegiances and concentrate instead of the force that threatens their clan nightly. Of course, the Nosferatu and their antitribu are silently when asked about it, which inclines vampires to believe that this matter is theirs alone.

Like Camarilla Nosferatu, the Nosferatu antitribu are hideously deformed, damned to an eternal unlife of hiding from or (given their Sabbat tendencies) tormenting mortals. The Creeps make their havens in vast nests of sewers underneath their cities, forming clutches and broods that horrify those who come down to meet with them. Some Nosferatu antitribu ever revel in their monstrous ugliness, going out of their way to disgust Cainite and kine alike. In this sense, the Sabbat has greatly influenced the Nosferatu antitribu; they have given up on all that is human and accepted their damnation with stoic resolve.

Ironically, or perhaps because of their disfigurements, the Nosferatu antitribu are perhaps the most humane (if not human) of the Sabbat clans. Having transcended the need for ostentatious brutality, the Creeps have come to grips with their monstrosity. They do not caper in blood or senselessly slaughter mobs of kine; rather, a Nosferatu antitribu's every move is one of calculated precision, designed to get the exact response she seeks, whether that be respect, fear or understanding. Many young Sabbat consider the Nosferatu antitribu soft -- until they step into the sewers and see the true malice of the Creeps' black souls.

As the Nosferatu have since time out of mind, the Sabbat Nosferatu have traffic in the trade of information. Creeps cultivate vast networks of information and secrets while permitting little of their own dirty laundry to air publicly. Many Sabbat turn to the Nosferatu antitribu when seeking information of the common variety (as the clan is not known for too much dabbling in the occult), such as who dueled whom for their position and which of the traveling Templars is actually an Inquisitor. "The Creeps know everything," or so goes the sentiment, and the Nosferatu antitribu don't dispute this supposition, fading into darkness and conversing with their vermin spies.

More than any other clan, the Nosferatu antitribu fear their Antediluvian (whereas other clans may be said to despise their progenitors). To hear a Creep speak, fear is the most sensible emotion when dealing with the Ancients, and only the Nosferatu antitribu have enough awareness to realize this. In the grim legends of

the clan, the Antediluvian, disgusted by his childer and scorned by Caine, turned loose a great evil on the clan, to absolve them of their heinousness. If this is true, all vampires everywhere should feel a tinge of fear, as whatever it is that hunts these hunters must surely be terrible indeed.

Who are the Creeps?

Nosferatu antitribu recognize age and accomplishment, often purring the needs of their clan or individual members before the needs of the Sabbat. Still, they are upstanding members of the sect, and they rarely do things half-assed. Since they often share havens, the Nosferatu antitribu have little need for formal clan convocations or self-important meetings. Most Creeps simply go about their business and keep others out of it while learning as much about others as they can.

"Don't ask me why I'm looking over my shoulder, girlie; that's my fucking business. Now do you want dirt on the bishop or not? If you don't, I'm sure the bishop wants dirt on you."

Panders

Although not truly a clan in the strictest sense of the word (as they have no progenitor from the Third Generation), the Panders have made much of the Sabbat's egalitarian society, carving a niche of respectability for themselves in spite of their bastard pedigree. Like the Caitiff -- which, for all practical purposes, they are -- the Panders have no formal, recognized lineage. Any vampire who joins the Sabbat and doesn't know what clan she is becomes a Pander, as do those childer Embraced by established Panders. The group consists of a wide variety of Cainites, most of whom are young and untested. It should be noted, however, that Panders are True Sabbat, not just a dumping ground for rejected or unproved vampires of other clans.

The Panders arose in the aftermath of the most recent Sabbat civil war, during the late 1950's. A clanless vampire known as Joseph Pander united the clanless Sabbat under his own banner and led them against the Moderate faction at the behest of several key Lasombra and Tzimisce. Impressed with his efforts, the elders of the Sabbat rewarded the sect-loyal Panders with a formal recognition, which immediately touched off a powder keg of ill response from more "legitimate" clans. In the end, though, the Panders won out, earning recognition time and again, through bloodshed and diplomacy. Joseph Pander still exists in the modern nights, but rumours of assassination attempts spurred by disapproving elders run rampant through the Mutts' circles.

Of course, the Panders are loose cannons and X-factors, the "rebels of a rebellious sect." Lasombra in the modern nights consider them threats to security, worrying that their lack of cohesion or millennia of tradition might make them unpredictable. The Panders understand their own position, though, and they accept their cannon-fodder role with resolve. Indeed, at any Sabbat Siege, the front line is most often composed of Panders out to prove themselves. As cunning as any Lasombra and as brutal as any Brujah antitribu, the Panders do what needs to be done for the good of the sect.

Panders lack the sophistication and the years of formalization held by other clans; they truly are a motley bunch of rogues and thugs. Unlike some of the other clans, however, they have the Sabbat at heart, and their terrible escapades are often fronts for conquest "For the good of the Sword of Caine!" With the sect's good-faith gesture in recognizing the Panders, it has earned an ally for the entirety of its existence, but the Panders are still the low Cainites on the totem pole. The Mutts almost invariably draw the worst duties, the most dangerous missions and the riskiest of ritae, all because they're still the newest and least established. Those Panders who are aware enough, accept this "honour" as a badge of courage, while the dimmer ones simply do what they're told in hopes of getting to feed first from the pack's kills. It is



this reason -- this devout and reckless drive to get the job done -- that had paid off for the Panders, and they have grown in number and power because of it.

Who are the Mutts?

The organization of the Panders depends largely on their pack. Some all-Panders packs have gang like structures or are organized like skinhead chapters. Others have no formal structure; they simply resemble gatherings of subcultures. When Panders become part of cosmopolitan packs, they often find themselves low in the ranks. Most Panders roughly acknowledge Joseph Pander, though many believe his time passed and that the bloodline should just get on with the business of being vampires.

Clan Disciplines

Like non-Sabbat Caitiff, Panders may take any Discipline they want (subject to Storyteller approval). Additionally,

Bane

Panders have no inherent, blood-bestowed weakness. Note, however, that the Panders are given only grudging respect, and they generally get stuck with the Sabbat's shit work. Also, no Pander may begin the game at better than Ninth Generation (though they may increase this via diablerie or other means during the game).

"I'm not interested in your holier-than-thou shtick. I have business to do, and if you're not with me, you're against me. And I break those who stand against me."

Rogues

Ravnos *Antitribu*

There is a saying among the Sabbat that it might be better to deal with the Devil himself than to bargain with a Ravnos antitribu. You won't get the better of either of them.

In the forgotten nights of history, likely sometime after the Convention of Thorns, a faction of the Ravnos split from their Gypsy heritage after discovering the Sabbat. Although the Sabbat had a grandiose ideology behind it, these separatist Ravnos found themselves more enamoured of the "nightlives" these vampires led. They didn't confound themselves with complex Hindu dharma riddles, nor did they subvert their bestial natures. The Sabbat was composed of vampires through and through, and it offered many possibilities for the malicious deceit and wanderlust of these young defectors, who became the first Ravnos antitribu.

Since then, the Sabbat Ravnos have had little to do with the sect, serving it when it's convenient, and otherwise taking advantage of the lack of communication presented by constant travel. Some wonder why they bother with sect allegiance at all, but when a piece of Rogue-discovered information turns the tide in a siege or an enterprising Ravnos antitribu manages to seduce a Camarilla prince's progeny, all these fears evaporate. It would seem the Ravnos antitribu have turned their backs on their original clan, if only to be free of their elders' overbearing presence. And such is the nature of the Sabbat.

The nomadic existence of most Sabbat packs suits the Ravnos antitribu quite well. The idea of a permanent haven is almost anathema to the Rogues, who like nothing better than to serve their pack by setting up a temporary base to scout enemy territory, knowing that they can pull up stakes and move locations whenever the pack's needs change. Such pilgrimage is their preference in the modern nights, but many suspect that its roots go much deeper, possibly stemming from the prejudices of race and culture that victimized the Ravnos antitribu's human ancestors, and the centuries they spent fleeing persecution. A Sabbat Ravnos is also less likely to feel bored or stagnant than his independent counterparts, as he rarely supports the complex philosophies they do.

While the average Rogue possesses a rakish charm that may win her a temporary companion or two, the Ravnos antitribu has virtually no mortal allies she can rely on with regularity. Ravnos are very much the "love them and leave them" type. They use their smooth talents with either sex both for personal pleasure and information-gathering.

Sect notwithstanding, the Ravnos antitribu have a traditional code of conduct for dealing with their clanmates. This code may be difficult for those outside the clan to follow, but nonetheless, a Ravnos' word to his pack is his law. They follow the "spit and shake" rule of all Ravnos on verbal agreements, but the Rogues take this one step further. If a Sabbat member wants an agreement in writing, it will be signed in blood, the pen dipped in an open wound on the Ravnos' own arm. This binding in blood is as strong as the Vaulderie to the Sabbat Ravnos, and it can be broken only by Final Death. Violating the code costs the perpetrator a considerable loss of face with other Ravnos, which has been adopted by the sect at large. Few Sabbat Ravnos feel comfortable giving this guarantee to Sabbat members outside their clan, and most do get quite indignant should the other party suggest it.

Who are the Rogues?

The Ravnos antitribu have little formal organization, instead making their own ways on the interstates at night. Rogues do respect skill and prowess, however, and when Ravnos antitribu gather, they tell tales of their own accomplishments, of Lupines baited or slain, and grand schemes elaborately concocted and flawlessly executed. As is to be expected, of course, many of these tales are lies or exaggerations, but storytelling is often prized as much as the deed itself.

Ravnos antitribu deal with Ravnos and Gypsies with great difficulty, showing a particular hatred for those of Romany descent. Many suspect that the clan had

long been shunned by the vampires and Gypsy folk of purer blood, treating the Rogues as inferior, and the Ravnos antitribu have finally decided to return the antipathy. Ravnos antitribu extend a "thieves' honor" to Sabbat Ravnos, and all other members of the sect, believing that harming one's own brothers and sisters can lead only to another schism, which would leave the Rogues utterly alone.

Clan Bane

Like their independent siblings, the Ravnos antitribu have had a long history of catering to their increasingly depraved whims. Each Rogue specializes in an area of vice in which she is particularly interested, and she takes every opportunity for practice sessions. In fact, she must make a Resolve roll (difficulty increases with Bane level) to resist her vice when given the chance to indulge it. The player decides what type of "crime" the character will be addicted to during the character creation. It could be pick-pocketing, con games, carjacking, murder or any other concept the player and Storyteller can agree on.

"This is what the Sabbat is all about -- the freedom to roam the highways, feed wherever I will and take what catches my fancy. This is the best unlife I could hope to be, and I would proudly die defending it. You gotta die for your own, though. You're not my responsibility."

Clan Compulsion

VAGABOND

Ravnos are compelled to see the world and wonder, when their clan compulsion hits them they feel like they had enough of the situation and its time to move on. If the Ravnos chooses to stay in their current residence they will revise a negative 1 to all rolls for one scene.

Clan Disciplines

Animalism, Chimerstry, Fortitude.

FURIES

Salubri *Antitribu*

The tumultuous approach of Gehenna has wrought many strange events in the modern nights, not the least of which is the introduction of the Salubri to the Sabbat. While the mainstream Salubri suffer reputations as soul-stealers and diablerists, the Salubri antitribu have put the nigh-incomprehensible practices of their bloodline behind them. With a rage borne of centuries of persecution, the Salubri antitribu have developed a consuming hatred for the Camarilla and joined forces with the Sabbat to bring about its destruction.

The Salubri antitribu have existed among the Sabbat for a mere handful of nights, and probably little before that. During this time, however, they have made names for themselves as vicious opponents of the Camarilla, whom they blame for the destruction of some powerful vampire somewhere back in their lineage, whose name has been forgotten in the modern nights. They have little love for the philosophy of the Sabbat, choosing to ally themselves with the sect out of martial necessity rather than subscription to the grand scheme. The Sabbat will take any soldiers they can get, however, and the Salubri antitribu know how strongly the Sabbat despises the Camarilla.

The Sabbat Salubri have made bold claims as to their effectiveness, saying that they have destroyed the cabal of sorcerers who brought about their bloodline hero's demise. (The name Salubri antitribu is a bit of a misnomer, as the Salubri do not have a Third Generation progenitor, but this matter is one of semantics and -- if brought to the Furies' attention -- histrionics.) They profess to have taken the war to the Camarilla, which they claim has hunted and persecuted them for close to a millennium. Spurred on by vengeance, Salubri antitribu have little time to pursue the rumors of Golconda put forth by the cowards of the bloodline from which they split. Indeed, the non-Sabbat Salubri supposedly give themselves up when they Embrace a new childe, sacrificing themselves so that the Childe may have every advantage she can get. This "sacrificial lamp" metaphor offers little to the Salubri antitribu, who reason that the flawed shall fall in battle while the strong uphold the clan's private Jyhad.

The Salubri antitribu serve the Sabbat as reluctant warriors, easily distracted by their own internal quests. The rest of the Sabbat considers them anomalies, useful allies in times of war, but intolerable proselytizers when not in combat. To the Sabbat Salubri, this is fine -- unlife is a hell of endless torment, ameliorated only by glorious death or victory in battle.



Who are the Furies?

The Sabbat Salubri organize themselves in a manner similar to the knightly orders of ages past. The bloodline recognizes foes killed, vampires diablerized and secrets uncovered in its quest to avenge the destruction of Saulot and the bloodline in its place of prominence. The elders Salubri antitribu is Adonai, a vampire of the Seventh Generation, who awards title and honor to accomplished Furies in an annual ceremony during the Palla Grande. It is assumed that fewer than 100 of these vampires exist, and they tend to fall in battle frequently, as their fervor is not always a match for the sheer power of elder Cainites.

Clan Bane

Vitae taken outside the heat of passion offers no sustenance to the Salubri antitribu, nor does blood given freely. Unless the Fury takes the blood by force, drinks in the throes of undead passion or slakes her thirst on a fallen foe, any blood points she consumes do not replenish her blood pool. Additionally, no Salubri antitribu may start the game lower than Tenth Generation or High than Twelfth Generation, as the bloodline's vitae has yet to spread across the broader spectrum of Cainite potency.

Clan Compulsion

VAGABOND

Ravnos are compelled to see the world and wonder, when their clan compulsion hits them they feel like they had enough of the situation and its time to move on. If the Ravnos chooses to stay in their current residence they will revise a negative 1 to all rolls for one scene.

Clan Disciplines

Auspex, Fortitude, Valeren.

"I have the power of gods in my veins. You have tattoos, a velvet vest, a top hat and a cane. Now get the fuck out of my way, little "vampire," or I'll cleave you into twain."



COBRAS

Serpents of the Light

The Serpents of the Light is an independent and proudly heretical sect of the Ministry. Its pride lies within its adopted independence from the Ministry; the Cobras have no affiliation with their parent clan. While many Ministry trace their history to ancient Egypt, the Cobras claim they originated in the West Indies.

The Serpents of the Light came into being when the Sabbat moved into Haiti in the 1960s. Before then, the group that became the Cobras may have been a rogue cult of Ministry, studying voodoo and how its mysticism could be used to its undead advantage. Until the 1970s, the Sabbat was too disorganized to pay much attention to the Caribbean, despite some degree of presence there -- Sabbat activity simply lay dormant. In fact, the Sword of Caine had no idea that this "lost tribe" of Ministry even existed in Haiti. Once the sect became aware of the cult, however, the Sabbat recognized the ruthless strength in the group and gave protection to it in its infancy. It is possible that the first Cobras were younger Ministry, who agreed with the political philosophy of the Sabbat. When the news of the Sabbat's discovery reached the Ministry's ears, their elders forbade their childer's interaction with the Sword of Caine. Citing the Sabbat's "intent to destroy the god-king," they sent emissaries to Haiti who insisted that the cult disassociate itself from the Sabbat.

The splinter sect, out of habit, vampiric wile or otherwise, chose to ignore their elders, and they sought asylum in the ranks of the Sabbat. The rift grew nightly, until the Serpents of Light proclaimed total independence from the Ministry. This schism may have been achieved by experimenting with the ophidian Discipline and the local mysticism of the Caribbean. The modern Serpents of Light recognize that they would have been crushed by the Ministry if not for the Sabbat's intervention, and they give their undivided loyalty to the Sabbat cause.

Because the Serpents of Light chose to ally with the Sabbat, they have earned the enmity of the Ministry, and vice versa. Hatred between these two now-separate bloodlines runs deep, and the Ministry consider the Serpents of Light traitors to their clan. Indeed, the Serpents of the Light consider the Ministry to be abominations intent on destroying the world via the resurrection of their undead vampire god. The two groups spare no effort in antagonizing each other, playing out a deadly holy war across the distance of continents. Serpents of the Light also oppose the other Antediluvians for similar reasons, citing a Haitian Voodoo prophecy similar to the Gehenna foretold in the Book of Nod. As Sabbat, their ideology fits perfectly.



Manipulation by seduction is the tool of choice for the Serpents of the Light, who play a dangerous game of attack and counterattack against their Setite rivals with mortal pawns. Members of the bloodline wield weapons of addiction and decay. They are expert at discovering a target's weakness and using that tool -- be it drugs, sex, power or whatever -- to gain control of the target. They relish the opportunity to bring down a prince's city from the inside out, like any dedicated Sabbat. A few Serpents set loose in a major metropolis can magnify the drug-trade substantially, entice many innocent victims into prostitution and much more. They prefer to operate behind the scenes, extending their control through human and Cainite underlings, without becoming an obvious target themselves. Rooting out a Serpent of the Light from a city is much like peeling an onion -- you must slice away many layers before you get to the core. They maintain an attitude of "fight fire with fire" when it comes to foiling the plans of the Ministry and, to a lesser degree, the Camarilla.

Elder Cobras instil a great loyalty in their childer from the night of their embrace. The Serpents of the Light compare their struggle to the split from the Followers of Set to the history of their West Indian roots. Much of their speech when conversing with each other occurs in Haitian patois and Voodoo references. While they take a sybaritic pleasure in the Jyhad between Sabbat and Camarilla and make superb espionage agents for the Sabbat, their loyalty remains with their patron cult above all. A Serpent of the Light serves the needs of her particular chapter of the cult she belonged to before her embrace above the needs of the Sabbat.

Who are the Cobras?

Knowledge is strength, and the Cobras recognize their principle. They participate in all Sabbat pack meetings and ritae, sometimes organizing pack actions, especially War Parties and scouting sorties. They also maintain a loose communications network among their clan members, to stay informed about Sabbat and personal clan activities.

*"Your trial is
hopeless. Only with
the aid of my loa
can you hope to
survive. Here; carry
this with you. It
will keep the eyes of
the hungry dead
from seeing you
and alert you to the
barrows where the
still-living are
buried."*

Perverts

Toreador *Antitribu*

The Toreador antitribu were instrumental in the formation of the Sabbat, and much of what came out of the Convention of Thorns did so under the direction of the Toreador anarchs who would later guide the sect. With the organizational efforts of the Lasombra and Tzimisce, and a few Ventrue antitribu, the Toreador created much of the sect's structure, as well as codifying many of the sect's beliefs. Indeed, the early, anarchic nights of the sect may have been its destruction, "if not for the masterful misdirection of our esteemed artistes."

In the modern nights, the Toreador antitribu have similar interests as their Camarilla siblings, only their appreciation for the aesthetic has grown to include pain, savagery, cruelty and depravity. How is a rose, sonnet or portrait any more enrapturing than a masterfully executed flaying, reason the Toreador antitribu? What is beauty, if not subjective?

The Perverts' talent for torture rivals even the Tzimisce in pain and duration. Young clan members begin on human subjects, while their elders graduate to other subjects. Some of the more practiced members have actually gotten their art introduced into Camarilla salons and Elysia, where they have garnered much Cainite support, to the dismay of the vampires whose bastions have been violated. In the 1980s, an anonymous artist showed "Woman's Submission at the Hands of Man" through the medium of a dress made of raw meat. This exhibit toured several Camarilla-held national galleries and made headlines in every city it visited. No one ever questioned the type of meat used, nor the method of creating the sculpture.

Tattoos, scarification and body piercing among the Toreador antitribu provide another opportunity as well -- one to which very few members inside the Sabbat (and none outside) are privy. The artists have created their own language of symbols and codes, which they use to pass information to each other for their own benefit and the benefit of the pack. A certain lattice of keloids or a particular stone in a nose-stud can provide vital information to those members who can read the hidden message. Tattoos and piercings heal over and force themselves out of vampire bodies unless they existed before the embrace: Toreador antitribu can send a different message each night, relishing the exquisite pain of the process every time they do so.

Of all the Sabbat clans, the Toreador antitribu interact most frequently with mortals. They move in the most glamorous mortal circles, plying their trade in the art and society, feeding as they will from the rich and indolent.

Like the Toreador of the Camarilla, the Sabbat Toreador are lethal social butterflies, moving visibly yet mysteriously through mortal circles. Little do their sycophants and admirers know that behind every invitation, innuendo and expression lies the horror of the Sabbat.



Who are the Pervs?

The Sabbat Toreador have their own division between poseurs and artistes, but no one on the outside can figure out exactly what it is. Most serve themselves first, the Sabbat second and their clan third, though some forego the glory of the sect for the vanity of the clan. Toreador antitribu interact with greater ease than most Sabbat do with mortals, and some distorted Perverts prefer kine company to Cainites. Most Toreador antitribu have some instrumental role in the ritae of the Palla Grande and Festivo dello Estinto.

About Our Bane

The Toreador antitribu once possessed the same flaw as their non-Sabbat counterparts, though their indulgence in blood-games and twisted passions has warped this failing somewhere. While they once found beauty even in extreme violence or sadism, they have since become needlessly cruel, inflicting their own viciousness on those around them. If presented with an ample opportunity (feeding, a rival embarrassing herself, torturing a captured Cainite), a Toreador antitribu will inflict physical or emotional pain on her subject more often than not. When confronted with such a situation, the player must roll the vampire's self-control (difficulty 6) or spend a willpower point. If the roll fails or the player refuses to spend a point (which must be declared before the roll is made, as leaving things to fate has its consequences), the character must indulge her need to "act out" against the subject. Whether this acting out is as simple as a devastating remark or as base as cutting the victim's thumbs off is up to the vampire in question, and is a darkness best explored by the player.

"Really, darling, you must not squirm so. It spoils the overall effect."



FIENDS

Tzimisce

If Clan Lasombra is the heart of the Sabbat, Clan Tzimisce is the soul. Even other vampires grow uneasy around these eerie Kindred, and the clan's nickname of "Fiends" was given to it in nights past by horrified Kindred of other lines. The Tzimisce's signature Discipline of Vicissitude is the subject of particular dread; tales speak of crippling disfigurements inflicted on a whim, of ghastly "experiments" and tortures refined beyond human -- or vampiric -- comprehension or endurance.

This fearsome reputation often seems unwarranted at first. Many Tzimisce are reserved and perspicacious beings, a far cry from the howling war packs that compose much of the Sabbat. Most Tzimisce appear to be rational creatures, formidably intelligent, possessed of an inquisitive and scientific bent, and unstintingly gracious to guests.

Kindred who treat with the Tzimisce, though, realize that the Fiends' human traits are the merest veneer over something...else. For millennia the Fiends have explored and refined their understanding of the vampiric condition, bending their bodies and thoughts into new and alien patterns. Should it prove necessary, enlightening or simply enjoyable, Tzimisce do not hesitate to bend victims in similar fashion. While younger Fiends might be described as merciless or sadistic, elders of the line simply fail to comprehend mercy or suffering -- or perhaps they do comprehend, but no longer consider the emotions relevant.

In nights past, the Tzimisce was among the most powerful clans in the world, dominating much of the region now known as Eastern Europe. Potent sorcerers, the Fiends dominated the region's mortals as well, in the process inspiring many of the horror stories about vampires. Clan after clan conspired to uproot the Tzimisce, but it was the sorcerous Tremere who finally succeeded. Indeed, as some tell the tale, the Tremere used captured Tzimisce vitae in their experiments to become immortal. For this, the Tzimisce hate the Tremere unrelentingly, and the Tremere who fall into the Sabbat's clutches typically suffer a hideous end at the talons of the Fiends.

During the Great Anarch Revolt, the Tzimisce clan turned on itself, as younger members of the clan discovered the mystic means of breaking the blood bonds ensnaring them in the service of their elders. In the ensuing struggle, the younger Fiends destroyed many of their elders and demolished what was left of their power bases. Certain Sabbat whisper that the clan managed to find and destroy its own Antediluvian progenitor, though the Fiends will neither confirm nor deny this tale.

Now the Tzimisce serve the Sabbat as scholars, advisors and priests. Many of the sect's practices originated in the customs of the clan. By exploring the possibilities and limits of vampirism, the clan hopes to discover the greater purpose of the Kindred as a whole. If this means the wholesale destruction of the archaic Antediluvians, the razing of the Camarilla, and the vivisection of millions of kine victims, well, all experiments have their consequences.



Who are the Fiends?

Despite the Tzimisce pride in their heritage and customs, little organization exists among the clan. Sires and childer remain closer than most Sabbat vampires do, but in general each Fiend makes her own way in the world. One among the Fiends' numbers bears the ancestral title of Viovode; the Viovode is nominally the clan leader, though in practice he acts more as a "priest" or rite leader than a temporal ruler.

Some Words on Revenants

Tzimisce Embraced from their ranks...

Because many Tzimisce vampires come from the ghouls families in service to the clan, a player may decide that her Tzimisce character may suffer different or additional weaknesses and have a different set of "clan disciplines"... The examples are as follows.

Bratovitch: A Tzimisce who came from the Bratovitch family replaces the Auspex discipline with Potence, but they also suffer a +1 difficulty on any rolls made to avoid frenzy.

Grimaldi: The Grimaldi's disciplines include Celerity, Dominate and Fortitude. They serve not only the Tzimisce as a clan, but the Sabbat as whole, and to ensure their loyalty to the sect every member of the family is blood bond to a

"true sabbat" of some authority.

Obertus: This revenant family replaces the Animalism Discipline with Obfuscate, and most of the members of this family suffer from obsessive/compulsive disorder, or similar intellectual derangement.

Zantosa: The degenerate Zantosa family replaces Animalism with Presence. Because of this family's fall into depravity, they cannot spend willpower points to resist supernatural enticements to pleasure. Regardless of the source of their temptation, a Zantosa must succeed on a Willpower roll whenever she particularly enjoys an experience -- anything from a very good meal, a certain sexual position, a drug, literally anything she may enjoy to a great extent. Failure on the roll indicates that the character has become addicted to the experience and will obsessively seek to relive it as often as possible.

"Welcome; a thousand welcomes! I am honored that we could put aside the Jyhad's foolish rivalries for a night, that you might come under my eaves in the spirit of -- eh? You start? Ahh -- that noise! A trifle! Nothing that need concern you, sweet guest!"



CRUSADERS

Ventrue *Antitribu*

Long ago, before the Sabbat and Camarilla existed, before the Anarch Revolt and before the Lasombra slew their Ancient and drank his precious vitae, the Ventrue were knights and lords, masters of their manors. After the powder keg of the Anarch Revolt and Tyler's bold attack of the Hardestadt the Elder came the Renaissance, and the Ventrue changed with the times. Driven by greed and power-lust, the Ventrue shifted track. Rather than maintain their noble status, they pursued greater interests in the merchant class. Leaving behind the duty of nobility and the divine right of kings, the Ventrue surrounded themselves with excess and filthy lucre.

So believe the Ventrue antitribu. The few Ventrue anarchs who had originally opposed their elders' iron-fisted rule had grown frustrated with the static reins of power held by the aged Blue Bloods. As mortal currents changed, these elder powers still clenched tightly to their empires, forever preventing younger and more able Ventrue from taking their rightful places. By selling themselves, the Ventrue had given up the true nobility. For the Ventrue anarchs, their leaders had failed, tempted by material wealth and corrupted by power. In proclaiming themselves antitribu, the Ventrue who joined the Sabbat carved for themselves a unique niche that occupies their valorous hearts to this very night.

The Ventrue antitribu practice chivalrous noblesse oblige. They are grim knights and paladins, sworn to combat the Antediluvians and bring down the degenerate Camarilla. Although their aims may seem noble in comparison to the hellish violence of the Sabbat, they support the Sword of Caine to the bitter end. The Ventrue know, as their preserved medieval chronicles attest, that Gehenna lurks just around the corner. In these final nights of chaos and Thin Blood, the only way to avert the impending Armageddon is to pull it out by the roots. Cainites and kine alike serve the Antediluvians unknowingly, and only those with the drive to fight their secret masters shall survive past the rain of fire and blood. The Ventrue antitribu see their Camarilla counterparts as failures, and they have assumed the roles of the race of Cainites' saviors to atone for this. They believe mortals to be ignorant cattle, sufficient only for food and service to their terrible lords. The world will become a hell, surely, but Cainites, as tools of God's vengeance and the Devil's will, are fit to be rulers of the Children of Seth. To accept anything else is to take the path of the disgraced Ventrue of the Camarilla, and the Sabbat Ventrue are not willing to accept that failure.

Who are the Crusaders?

The complex neo-feudal hierarchy of the Ventrue antitribu is based on accomplishment, acquisition, and enemies slain. The clan supports a fair number of warlords and administrator-lords alike, who may choose to battle in the streets over Gross Annual Profits. Anything is acceptable as long as the Crusader keeps his cause in his cold, unbeating heart. The majority of the Sabbat Inquisition is composed of Ventrue antitribu, and some members of the clan find their calling among the ranks of the Black Hand as well. Additionally, many Ventrue antitribu bec

*"Heretic, traitor, spy
or coward; it's all the
same to me. Now
stick out your hand
and silence that
tongue, or I'll cut it
out and take off your
arm at the shoulder.
Accept your
punishment as a true
Childe of Caine."*



The Ritae of the Sabbat

Out of mockery of human religious belief, many of the rituals (or “ritae”) and conventions of the Sabbat are perversions of those of the Catholic Church. One of the most notable is the Vaulderie, a corruption

of the Eucharist in which Cainites pour their blood into a chalice and then each drinks the commingled vitae in order to strengthen their loyalty to each other. They also participate in a wide variety of other rituals. Fire, blood, and violence are common themes in their “ritae,” and the rituals involved range from fire dances to ceremonial killing to the corruption of existing games and sports into excuses for violent, bloody slaughter. Their unives are tense and hostile, and ritae allow Cainites to blow off some steam and reconnect with other vampires before heading back down a road towards mistrust and internal conflict. The goal of these rituals is not only to help create solidarity among Sabbat vampires, but also to push the boundaries of their vampiric bodies and test their capabilities for war.

The Sabbat have two forms of Ritae, the main ritae that all adhere to known as the Auctoritas Ritae and the lesser ritae known as the Ignobilis Ritae, these lesser ritae can vary widely and not all Sabbat share the same Ignobilis Ritae between each other.

Auctoritas Ritae

The Auctoritas Ritae are a collection of thirteen rituals practiced by all members of the Sabbat. While the Ignobilis Ritae are optional to a point, Auctoritas Ritae are upheld in a manner similar to the theological commandments given by Moses to the Hebrews. They are held with zealous fever and generally observed on a very casual base.

THE BINDING

The Sabbat grows nightly in strength, due to its unity of mind and ambition. All members of the Sabbat, from the lowliest surviving recruit to the regent herself, participate in the Binding. Group participation and familiarity with the ritual helps unify sect members, in a similar fashion as the Vaulderie. In essence, the Binding is a formal oath of allegiance to the sect, whereby the vampires swear fealty to the Sabbat. The event serves as a sober reminder of why the Sabbat exist as they do.

The ceremony opens with a recitation of the pack's interpretation of the Sabbat's credo. (Although no formal, written code exists, most Sabbat have enough presence of mind to compose a summation of the sect's doctrine. These may be anything from long, prosaic accounts to fervent, one-sentence rallies of vengeance.)

The event occurs on Winter Solstice night. In larger Sabbat-held cities, nomad packs in the region attend with the local founded packs. If possible,

this important ritus is overseen by a member of higher status than pack priest, like a bishop or archbishop. Ideally the rite takes place at a beach, riverbank or by a waterfall. If such is impossible, a fountain will suffice. Especially desperate packs may use a simple square of white cloth. The water (or cloth) present represents the implacable nature of the sect – water always finds a way to flow around an obstruction, just as the Sabbat will one night find a way to surmount its terrible progenitors. The ritus often ends with an observation of the Vaulderie and the swearing of an oath to protect the Sabbat's secrets unto Final Death.

BLOOD FEAST

No formal Sabbat gathering would be complete without a Blood Feast. It serves both as sustenance and as a vehicle to express the Sabbat's lust to exist as the ultimate predator. The Blood Feast is a ritual “meal”, in which captured vessels are suspended from the ceiling, bound to sculptures, or otherwise immobilized and fed from at the leisure of all vampires' present. The feast itself is as much social gathering as it is a structured ritus, and many Sabbat make grand entrances, wearing the best of their finery.

In preparation for a Blood Feast, a specially created pack or hunting party will have collected humans or even a rogue vampire or two the night before the feast. Much shouting, cheering, and baring of fangs occurs as the hunting party makes a formal presentation of the night's feast to the

highest-ranking Sabbat present. The official receives each victim and thanks the giver by kissing her forehead. He then hands the victims over to assistants, chosen to prepare the victims for the feast. They bind the victims' hands and feet together and hoist them up on chains to hang at head level, or they tie (or nail) the victims to objects that prevent movement.

The night after the preparation, ghouls or low-ranking Sabbat prepare the feast location by placing the vessels. After all the guests have arrived — it is considered grievously poor form to be fashionably late — the priest, Bishop, or Archbishop holding the service conducts the ritus, dedicating the vessels to the Sabbat. Cainites at the gathering then bite open the victims and feed on the fresh vitae, often licking the wounds closed so as not to waste. There is usually one victim for every three vampires present at the feast; the presiding priest, Bishop, or Archbishop gets first choice of the night's treats, and he draws first blood.

Some Cainites of the Sabbat have been formally censured by higher-ranking Sabbat and even members of the Inquisition and Black Hand for relying too heavily on the Blood Feast. To be sure, mass-kidnappings and the blood-stained halls left behind can lead vampire hunters to the trail of careless vampires.

BLOOD BATH

This ritus is performed whenever Sect leaders wish to recognize a Sabbat

vampire's claim to a title, such as Bishop or Cardinal. The Blood Bath formalizes the vampire's new status in the Sect. As many Sabbat as possible who will serve under this new leader must attend the ceremony, for failing to do so without an adequate reason is a grave slight to the leader in question.

Starting with the priest conducting the ritus, attendant Sect leaders and other Sabbat take turns coming forward, kneeling in front of and expressing their endorsement of or allegiance to the Cainite, and contributing a quantity of blood into a large vessel. The newly titled vampire gives praise and/or advice to each of the vampires present, emphasizing the benefits the Sabbat stands to gain through the sharing of her wisdom. She then bathes in the blood donated to the pool. Following the ceremony, all vampires present drink from the bathing vessel (the blood in which is sometimes consecrated as a *Vaulderie*), symbolizing that they willingly partake of everything the new leader has to offer.

Most Sabbat refuse to acknowledge a leader who has not been confirmed through a proper Blood Bath ceremony, if they have reason to suspect such.

CREATION RITES

To hear vampires outside the Sect talk, all Sabbat are created on the fly, with recruits being drained, fed, bashed over the head with a shovel, buried, and left to claw their way to the surface in a starving frenzy. This is not always the

case. Most Sabbat use the "shovelhead method" only in times of war. This infamous method consists of collecting a number of victims, Embracing them with the tiniest quantity of blood possible, bashing them over the head with a shovel (to knock them unconscious before they Frenzy), and burying them in a mass grave. The newly Embraced Cainites rouse quickly, and they must dig themselves out of the grave to sate their frenzy, often at the expense of the weaker vampires entombed with them. This method is simple, relatively quick, and quite effective at stripping victims of their Humanity. In any event, vampires created this way have not actually received their Creation Rites. In fact, the Sabbat does not even consider them vampires yet, and it has little reservation against throwing legions of these frenzied horrors against their foes.

The Creation Rites themselves are much more serious, marking the passage from nonentity into "True" Sabbat. After the Embrace, the new vampire is eligible for the Creation Rites only after he has demonstrated his worth to the Sect — perhaps the very night of his Embrace, perhaps years afterward.

The ritus itself is quite simple — the priest merely touches a flaming brand to the initiate's head and leads him in an oath of allegiance. The ceremony that precedes the Creation Rites, however, varies widely, and it is wholly in the hands of the Cainite's sire. Some

Panders and Brujah antitribu have ceremonies not unlike gang initiations, which involve pummeling the vampire in question until the sire decides they had enough. Tzimisce ceremonies are much more civil and formal affairs, often involving recitations of one's lineage and praise of one's sire. Some vampires require no ceremony at all, deciding that they have all the proof that they need from a given vampire's performance, while still others require Byzantine trials or bizarre acts like bestiality, kidnapping, murder, self-mutilation, or other depravity.

The Rites serve several purposes, both practical and symbolic. The flames help reduce the new Sabbat's fear of fire, while the ceremony teaches him what is expected of a Sabbat member like himself. Immediately following the Creation Rites comes a Vaulderie, which binds the Cainite to the pack — his new, immortal family.

Without the Creation Rites, a vampire is not truly a vampire in the eyes of Sabbat. Such an unfortunate may not participate in Sabbat ritae or functions until he has received the Creation Rites, and is often kicked about, abused, and ordered around at any of the "real" vampires' whims.

FESTIVO DELLO ESTINTO

The "Festival of the Dead" occurs during the entire second week of March. All Sabbat in a city take part, and nomadic packs make their way to the nearest Sabbat-held city to celebrate. The purpose is to revel in being a vampire,

celebrating immortality by laughing in the face of death and decay. The celebration culminates in a Blood Feast of epic proportions, and nightly Vaulderies take place among (and sometimes between) the collected packs of the Sabbat. The revels are tailored to each individual pack, and the event has as many differences in celebration as it has commonalities. Some packs participate in ritual scarification. Some may waltz in slow circles around a bonfire, using disinterred corpses or bodies borrowed from the local morgue for dance partners. Others will re-enact passages from the Book of Nod. Against the backdrop of all this revelry, the bishops and archbishops watch with interest, encouraging their malignant "children" to indulge in what it truly means to be a vampire while participating in their own bloody, bacchanalian excesses. One popular event uses up to six Sabbat "contestants", each with a live human victim. The vampires use whatever means they can come up with to dismember and kill the victim, causing the most suffering and wasting the least amount of blood to spillage. The results are voted on by a panel of judges. The winner receives the honor of drawing first blood in the nightly Blood Feast.

Sabbat spend the entire week socializing and gorging on vitae. The packs hunt at will, giving little thought to hiding from the eyes of mortals. Often, mortals are singled out and used for games of fox and hound. Anything relevant to vampiric nature goes on at this celebration of immortality, and

packs often mingle to trade war stories and concoct secret plans of their own. The festivities of the Festivo dello Estinto open once the highest-ranking priest in town declares it underway. For this week, very little is taboo, and as much happens behind closed doors as does amid the festival's events proper. Generally, this is a time of undead celebration-rivalries are put aside and Monomacies are forgotten as the Sabbat unite in a show of solidarity to bring Hell to Earth.

FIRE DANCE

To most vampires, fire is something to be feared and avoided, yet not to the Sabbat. While they still fear it, they are not above turning it loose on their enemies. To be fully Sabbat, one must face the Röttschreck and master it.

To enact this ritus, the priest lights a large bonfire in a place secure from mortal eyes. Through the rhythmic beating of a drum, chanting, or both, participating Cainites enter a trance-like frenzy, whirling around the flames, writhing before them and even prostrating themselves in front of the blaze. As the ceremony reaches its peak, the vampires rave and chant, and encourage each other to jump through the flames. They make fantastic leaps, some even turning aerial somersaults over and over again to the point of exhaustion. The Fire Dance comes to a close when the last vampire present has jumped through the flames and collapsed from all the activity.

GAME OF INSTINCT

The vampires of the Sabbat engage in numerous sanctioned "games", adjudicated by their Pack Priests to maintain their predatory edge. These games take various forms, and different packs practice different styles — everything from parodies of children's games or sports to completely unique vampiric tests of skill can be made into a Game of Instinct. The only commonality between the games is that the priest presides over them, consecrating them as righteous exercises.

Example Games:

COPS AND ROBBERS: The object of the game is to capture or incapacitate (but not kill) as many members of the other side as possible. Because of vampires' innate resistance to damage, this is easier said than done, and bullets aplenty fly during these games. The team that knocks the other out of commission is the winner.

DEMOLITION DERBY: Starting at opposite ends of a street or parking lot, pack members set their cars on fire and charge another team's car. After much bashing and crashing, one team inevitably has to flee their car or burn to death; the first team to exit its vehicle loses.

DOGTAGGING: The object of the game is to capture a werewolf, tag its ear (with tags similar to kind used by cattle ranchers), and turn it loose.

RAT RACE: A human is sealed in a labyrinth of some sort, such as an abandoned factory or part of a sewer system. The human is given weapons that can hurt vampires, such as handguns, knives, blow-torches, or chainsaws. The participating vampires, starting in different locations in the maze, hunt the human, while the human tries desperately to escape the vampires. Whichever vampire captures and drains the human first, wins. An alternative to the Rat Race — the Bat Race — involves vampires only.

ROUSING THE BEAST: The participant has to dig up the victim of a failed mass-Embrace. Once the crazed creature breaks the surface and Frenzies, it is up to the game participant to immobilize her and destroy her.

BOARDING PARTY: The pack begins by selecting a port of harbor. This may be literal port if they are playing on the water or it may be a parking lot if operating on land. Next they designate a certain vehicle as the "ship". The ship will typically be controlled by a mortal at the start of the game. The object of the game is to be the Cainite in the driver's seat when the ship arrives at port. The pack then sets out on smaller vehicles, cars, jet skies, motorcycles, etc, and try to board and take the ship. At first the pack must over take the operator of the ship but ultimately they must face off against each other to control the driver's seat. The team variation of this game pits two packs (or teams within the pack) against each

other. Each team has its own port and the pack that gets the ship to their port first wins.

CATTLE RIDE: The pack takes to the highway on motorcycles with the goal of corralling a target car "the bull" to a specific location.

BASE JUMPING: Pick a building, pick a floor, jump off. Whoever walks away from the highest floor wins. For added fun, include bonus points for landing on and taking out passers-by.

MONOMACY

It is inevitable that, among vampires as headstrong and violent as those of the Sabbat, differences of opinion occur. While the vast majority of these conflicts are handled with all the civility and reason a Sabbat can muster, some grievances are so deep as to warrant a more serious solution. When two (or more) Sabbat are unable to come to a resolution, the ritus of Monomacy serves to settle the issue.

Monomacy is usually practiced by only ranking members of packs. Many young Sabbat are too violent and hot-headed to recognize the gravity of ritual combat to the death, and would resort to it every time a packmate took blood from a vessel they decided they liked. As such, this ritus is conducted by the Pack Priest (or a higher ranking Sabbat, if the challenge is cross-pack), to whom a challenge is issued simultaneously with the challenge to the rival.

The priest then decides whether or not the grudge is worth Monomacy, and whether or not she chooses to preside over the ritual. Should the priest deem the cause worthy, the challenged vampire may decline. In theory, there is nothing wrong with declining a challenge, but unless the challenger is of such little consequence as to be below the challengee's notice, declining usually involves a great loss of face (and perhaps an unsanctioned duel afterward).

The actual practice of Monomacy varies widely — no formal code exists as to the choice of weapons, locations, or even terms of victory. Most often, Monomacy duels are fought to Final Death in some ridiculously dangerous or highly inaccessible place like an iron foundry or atop a skyscraper. Whether or not the vampires may use weapons, Disciplines, or other assets is typically the decision of the challenged. On the priest's invocation, the combat begins, and the last vampire standing is declared the winner, usually followed by other ritae and celebration.

The challenger decides upon the time and location of the duel. The challenged decides whether or not weapons will be used and what they will be, as well as any other details (until first blood instead of Final Death, no Disciplines, participants must wear blindfolds, participants must ride the wave of frenzy during the duel, etc.). The priest administering the ritus is an adjudicating official — the duel begins and ends on her word, and it may be aborted at any time. It is even within the priest's power to declare a

Monomacy null and void after the fact, but the priest who does this to favour her own candidate is looked upon with extreme displeasure thereafter by other Sabbat.

PALLA GRANDE

Of the 13 auctoritas ritae, the Palla Grande is the highlight of any Sabbat coven's ritual year.

The "Grand Ball" takes place on All Hallows Eve, and all Sabbat in the city are expected to attend. Nomadic packs, not wanting to miss the festivities, travel to the closest Sabbat city in order to attend. The highest-ranking Sabbat in the city preside over the affair, and the city's most renowned priest opens the celebration. It is held in a public place such as a civic auditorium or a public park, as long as most of the revels take place in full view of as many humans as possible. In fact, most Sabbat arrange their Grand Balls like raves or public festivals, sometimes even charging mortals admission for the secretly malignant privilege of attendance. The vampires often go the whole nine yards when creating this party atmosphere, hiring bartenders and providing liquor and other refreshments for their guests. As the Palla Grande is a major social event, the Ventrue antitribu and Toreador antitribu, Lasombra, and Tzimisce usually find themselves with the responsibility of planning the affair. In true high-society fashion, many vampires also compete with each other for the most elaborate costumes. Often the most spectacular and unusual displays are by one or two elder

Tzimisce skilled in the art of fleshcraft, but it is not unheard of for a Toreador antitribu to exchange favors with a talented Tzimisce "artist" to create a finely fleshcrafted face or costume for the party. Indeed, the regent herself is rumored to have once had 50 mortals fleshcrafted to resemble her at a Grand Ball in the interests of "being everywhere and talking to everyone — and leaving an indelible impression".

Hidden away from the public debauchery, the Sabbat also consecrates a Blood Feast at the Palla Grande. The "kine-kegger," as the younger Sabbat call it, capitalizes on the public location of the masquerade ball. Victims for the feast are often vampire wannabes, drunken revelers and "witches" out for a good time on Halloween night. These victims are often lured to the feast under the pretense of being invited to attend an exclusive social affair. They have no idea just how fleeting the honor is to be. Other possible sources of vitae for the blood feast include retainers or ghouls selected from the Sabbat covens' own members who may be of no further use to the sect (or are too dangerous to allow to live).

The main event, which kicks off the affair at midnight, is the re-enactment of an event from vampire legend or history. This stage play could be anything from the slaying of Abel by Caine as told in Biblical terms to the dramatic interpretation of signs and portents of Gehenna. It is completely organized, acted and choreographed by a group of vampires, though "audience

participation" in events depicting sacrifice or feeding does occur, with the "guest actors" being whisked away or quietly disposed of after their debut.

After the final act of the historical play, all Sabbat present retire to the Blood Feast for a special version of the Blood Bath. This night the archbishop bathes in the vitae, as a symbol of the sect's power and vitality. The ritual begins with blood from the victims suspended overhead flowing freely into a large, ornate receptacle where the archbishop reclines. Each vampire in the coven adds some of his own vitae to the bath, first bleeding into a ceremonial Vaulderie vessel, then tipping it into the bath. The archbishop performs various rituals and incantations while this process proceeds – details vary city to city. It is rumored that the Palla Grande Blood Bath imbues the Archbishop with certain powers until the next sunrise, such as the ability to see into the realms of the dead.

At the conclusion of the Blood Bath, all Sabbat at the Palla Grande begin a frenetic dance of undeath, dancing to near-deafening music and drinking insatiably from the archbishop's bath, from the hanging vessels and from each other. Many of the participants fall into frenzy, driven on by the violence of the dance and the scent, sight and feel of blood coagulating on the floor, caked on walls and plashing from the carpets as dawn draws near. Once the night's revels conclude, Sabbat ghouls take care of the clean-up. Any

potential loose ends are swiftly dealt with over the next couple nights through death, the Discipline of Dominate or the Embrace, depending on the extent of the problem and potential use of the individuals involved.

SERMONS OF CAINE

Some members of the Sabbat value their knowledge of the Book of Nod. Others do not know or care about the book, and they see their role in the Sabbat as one of endless war and violence. Those members who take the story of their origins very seriously often gather to hear sermons on their history to remind them who and what they are. This reminder serves to strengthen their loyalty to the Sect and their ideology. Pack members take turns reciting from the Book of Nod, while the others sit in a semicircle holding lit candles and meditating on the passages.

The sermons are sometimes followed by the Vaulderie, and, among more intellectual packs, intense deliberation. Pack members often discuss the passages read during the ritus almost until dawn. Vampire history, particularly as far back as Cainite legendary is largely an oral tradition — very few copies of the Book of Nod actually exist. Few, if any, Sabbat packs can agree unanimously on the exact phraseology of a given passage from the book. The Sect is divided on this matter — some Sabbat believe that as long as the spirit of the Book of Nod is preserved, the letter is irrelevant, while others maintain that for all Sabbat to have the same reference, a standard book needs to be decided upon. This schism,

of course, results in a wide variety of individual positions on the matter, from violent support on both ends of the spectrum to a profound ambivalence for anything outside one's pack's take on the matter.

VAULDERIE

Viniculum never breaks like a Blood Bond. They are for life and never degrade over time. When a person who has a Viniculum to another dies, the other Cainite (the one surviving) feels a pull on that bond, knowing something terrible has occurred.

The Vinculum prevents new full Blood Bonds from taking into full effect. The only exception to this is if a Vampire is "Fully Bound" to someone before partaking in the Vaulderie. In that case, until they perform the version of the Vaulderie that removes Blood Bonds, they will have both (Viniculi and Blood Bonds). The Merit "Unbondable" makes one immune to Blood Bonds and to Vinculum as well.

WAR PARTY

The Sabbat thrives on diablerie and the destruction of elders, and this dangerous ritus serves to facilitate both of those urges. War parties consist of multiple packs that vie for the blood of a non-Sabbat elder. Packs participating in the War Party compete against one another for the privilege of killing and diablerizing the elder, but rarely do the packs come into deadly conflict with each other, reserving their violence for their target. In preparation for a War Party, the participating packs gather and celebrate. They may also perform the

Fire Dance, listen to Sermons of Caine, and participate in a Blood Feast or Vaulderie. The chief of the War Party, usually the most accomplished or highest-ranking priest among the packs, offers the assembled packs the challenge. She stands before the individual packs, each lined up behind their leaders, and asks each of the packs' leaders in turn, "Do you come freely to war, and do you take up this noble cause, never resting until the blood of our enemy is spilled?" The leaders respond with a forceful "We do!" Only after the packs have committed to the hunt does he reveal the identity of their target. A pack suffers great humiliation if it backs out of a challenge after its members have committed themselves to this most dangerous game. For the remainder of the night, the vampires hold a revel, preparing themselves for the hunt the next evening holds in store. The War Party sets out after its prey on the night following the challenge — the hunt has begun.

Sabbat vampires on the warpath stop at nothing to take down their prey. They kill, burn, smash, and overturn anyone or anything that stands between them and their target. The winning pack is the one whose member consumes the elder's blood first. The target, unliving or dead, or some recognizable portion of the target, must be brought back to the place where the packs accepted the challenge. The Chief of the War Party accepts this trophy and bestows her blessing over the winning pack. Once

the chief recognizes the winner, all bets are settled, and another celebration is held. The vampire partaking of the diablerie gains the benefits of committing the Amaranth. Vampires who belong to the winning pack gain status within the Sabbat — at least until the next War Party (unless the same pack wins again), or at the end of the next grandiose Sabbat affair. This gain of status might be permanent if the hunted elder was of exceptional power or reputation

WILD HUNT

One of the greatest crimes a Sabbat can commit is to turn traitor, and the Sect protects its secrets. If a member reveals a Sect secret to the enemy, she is punished severely. If a Sabbat leaks information of a vital nature, a priest may call for a Wild Hunt. The Wild Hunt is much like the Blood Hunt but ends with the eradication of the offending Sabbat Sect member, as well as anyone — Kindred or kine — who may have knowledge of the betrayal. The gravity of the Wild Hunt depends upon the traitor in question — the packs are expected to police their own ranks, while high-profile turncoats receive the attention of Archbishops, Prisci, Cardinals, and all those who serve them.

The priest assembles the local Sabbat and formally calls them to the hunt, which is sometimes similar to the preface of a War Party. Once caught, the offending Sabbat is staked and immobilized. The pack takes her before the Ductus and Pack Priest (or Bishop, etc.), who recite her crimes to her packmates. The pack then

torments the offender in whatever manner it deems appropriate — hot irons, Vicissitude, and mutilation are the least-creative forms of vengeance a righteous pack can inflict on a traitor. Finally, the pack destroys the traitor by throwing her (still staked) on a consecrated burning pyre. After the traitor meets her end, the Sabbat pursues those who either learned of the secret or were involved. Sabbat justice is relentless — the Sect stops at nothing to ensure their security. Naturally, the Sabbat cannot know about every little (or even many of the big) secrets that slip through the cracks. Frustration over this fact often makes things doubly bad for those they do catch.

Sabbat who are subject to the Wild Hunt are no longer Sabbat, and thus, no longer considered by the Sect to be vampires at all. No amount of grovelling can convince the Sect to take back a traitor, though this harsh reality comes more out of security than bullheadedness.



Ignobilis Ritae

The Ignobilis Ritae are more varied and informal rituals used by the Sabbat. While the Auctoritas Ritae are performed by all Sabbat members, the Ignobilis Ritae are optional to a point. Presentation and exercise of these rituals vary greatly from pack to pack or city to city - each pack will personalize the ritual to reflect the personality of those that make up the pack.

ACCEPTANCE RITUES

This ritus welcomes a new member to a particular pack, to recognize the ascension of a recruit, or any time a change in power or membership occurs (such as a new Ductus or Pack Priest). Each member of the pack must recognize the new position of their fellow Sabbat in a personal manner, be it by sharing blood, the giving of a gift, or whatever. The Sabbat being accepted must make an oath of allegiance to each member of the pack, and to the Sabbat cause in general. The Acceptance Ritus differs from the Creation Rites because it is more social than supernatural. A Sabbat may have received his Creation Rites but may be snubbed by a pack that refuses to extend him the ritus of acceptance.

CONTRITION RITUS

Even Sabbat commit sins and indiscretions, for which they sometimes need to atone. The Contrition Ritus allows for this, much in the same manner a Catholic confession works.

This ritus is perhaps the most important of the ignoblis ritae, as many Inquisitors, Black Hand operatives, Pack Priests, and Ducti offer a choice of contrition or death to Sabbat who have committed wrongs upon the Sect. All sensible Sabbat take these ritae as seriously as they would any other, for only by the grace of their betters can they continue to exist. Of course, many disingenuous Sabbat may make an insincere act of contrition, but they might not be extended the option next time.

STEALTH RITUS

In the interests of maintaining silence, some packs take extra precautions and invoke favourable omens. In the Stealth Ritus, all participating vampires bite out each other's tongues and spit them into a fire. Though this causes no health levels of damage, the immediate bleeding and healing calls for one Rouse Check. The Pack Priest or Ductus usually bows out so he can issue orders, but some packs have developed complex hand signal systems so they may communicate silently while on stealth-intensive activities.

SUN DANCE

The Sun Dance tests Cainites' endurance and bravery. During the ritus, vampires writhe and gyrate in a hypnotic dance around a symbolic inscription of a fiery sun from sunset to sunrise without pause, until they collapse in exhausted heaps, covered in blood sweat. The ritus always takes place during a full moon, and pack members usually dress for the occasion,

wearing frightening masks or red body paint. Pack members prove their courage by seeing who among them, after an exhausting night's dancing, can remain in the open the longest. A Blood Feast sometimes follows the Sun Dance (especially when it is performed at heavily attended Sect functions), as the vampires must replenish their spent energy constantly for the duration of the ritual.

WELCOMING RITES

Used to greet another Sabbat. Welcoming rites of both packs are combined with each bringing something new to the gathering. These rites are more like a party, but two points of protocol are carried out during them. At the beginning of the rite all pack members greet each other individually, presenting their names and their home. At the peak of the celebration a gift is usually exchanged from pack to pack. The leaders often use this ritual as a time to discuss Sabbat plans.

FAREWELL RITES

Used when bidding a fellow Sabbat farewell, when a pack leaves a city, when a pack member leaves for an extended period of time, you get the drift. Typically, they involve the leader praising the one(s) leaving.



THE DOWNWARD SPIRAL

Vampires are monsters, and even a Kindred with the highest of Humanity ratings is nothing more than a wolf in sheep's clothing. Nonetheless, as Humanity erodes, vampires not only become capable of, but also actively pursue, ever more depraved acts. It is in a vampire's nature to hunt and kill, and eventually every vampire finds himself holding the corpse of a vessel he had not intended to murder. It is important, then, to know how vampires change as their Humanity ratings deteriorate. Vampires' behaviour, even under the auspices of Humanity, may become so utterly depraved and alien that the very thought of her causes discomfort in others. After all, a low Humanity rating indicates that very little connects the Kindred with her mortal origins.

AN UPHILL CLIMB

After losing your Humanity you must climb your way up a new Path. No longer are you bound by the constraints for the Human mind, you are reborn, and it is time for you to learn a new way of unlife. Each level of a Path is given a brief moral guideline and rationalization in the Hierarchy of Sins, these give you an idea of how an individual on the path will behave for each level of the path.

Because Paths of Enlightenment are steps away from your humanity, the Blush of Life can only make you look ill at best, living but not health. You suffer an 8 dice penalty on rolls to interact with humans (it becomes 5 with the Blush of Life). Other benefits of Humanity such as sex and eating are lost. The benefit of the Paths come from not losing their minds to Wassail and becoming a wight. As one progresses up a Path their mind and the belief in who they are becomes stronger, "sanity" no matter how inhuman returns.

Alternate Virtues and Paths of Enlightenment

Some vampires forgo the petty mortal concerns embodied by the concept of Humanity. These Kindred reason that they are no longer human, so they have no need to apply the sentiments of the living to themselves. Whether or not a Kindred chooses to follow the moral tenets of Humanity, some sort of behavioural system must exist. To accept utter randomness is to invite the Beast to rule, and no vampire wishes to sink into the clutches of mindless depravity. Even those vampires who plumb the depths of immortality have some ethical bulwark they use to anchor themselves against the Beast.

Kindred who voluntarily abandon Humanity follow behavioural codes known as Paths of Enlightenment.

While mechanically similar to Humanity, these codes have very little — in fact, sometimes nothing — to do with the mores of mortal culture. Adopting a Path of Enlightenment means giving up everything that matters to a “normal” person (or indeed, many vampires). Only those Cainites who have truly abandoned themselves to the dark majesty of vampirism follow Paths, and rarely do any turn back. Players may choose between a variety of different Paths

(at the Storyteller’s discretion). It is important to know a few things before you commit to a Path of Enlightenment, however.

- **Paths are exclusive.** Few Kindred are initiated into the secrets of the Paths. Most vampires — even those of the independent Clans and the Sabbat — follow the ways of Humanity; they simply tend to degenerate to very low levels over time. Not just anyone can follow a Path; becoming such an inhuman creature requires discipline and spiritual strength, albeit of a distinctly alien sort. A person seeking to join a Path must have the capacity to discard her human nature, as well as the fortitude to survive the process.

- **Paths are utterly inhuman.** Players wishing their characters to adopt Paths of Enlightenment are in for extremely demanding roleplaying experiences. These are codes of immortal ethics that Kindred have spent hundreds of years, if not millennia, studying. It’s fine and good to have a Lasombra character following the Path of Night, but the player will have to devote an enormous amount of energy toward understanding how that character really thinks.

- **Paths shock conventional moralities.** Paths use game systems similar to Humanity, but the codes that constitute these ideas emphasize such alien ideals that mortal characters observing an adherent is likely to be put off. Some codes espouse killing, while others cannot be bothered with it. Indeed, some codes are so selfish that

even thinking about helping others constitutes a moral failure. These Paths are here to illustrate how utterly inhuman and removed the Kindred are from humankind, and to give them spiritual protection from the talons of the Beast. Use the Paths when the story or character demands them, not to free the characters from penalties for wanton murder or perversion.

Systems: Characters on Paths of Enlightenment use the same systems for degeneration as characters who still subscribe to Humanity. Each Path has its own form of gaining Stains, which functions the same as Humanity however each Path is unique and follows its own code. Use the Hierarchy of Sins of that Path to evaluate what would cause a Stain on the Path. Path also have its own ethics which used for the vampires Convictions.



Creating a Path Follower

If a player wishes to create a beginning character on a Path, a few changes in the character-creation rules take place.

- Touchstones & Convictions begin at zero: While every human (and thus every recently Embraced Kindred) has a modicum of their “natural” Convictions, vampiric Convictions must be learned from the ground up. This may seem unfair but shunting off one’s human nature is not undertaken lightly. Even monsters are not created overnight.
- A vampire following a Path of Enlightenment must begin the game with a Willpower Trait of 5, minimum: This can be achieved by spending points on Composure and Resolve or raising Willpower with freebie points. Beings of lesser ego simply do not have the spiritual vigour needed to break down their souls and rebuild them from the ground up.
- Beginning characters may not start the game with Path ratings above 5: Freebie points may not be spent to increase a beginning character’s Path rating above 5. Beginning character vampires who subscribe to these codes still have only 25 or fewer years of experience as Kindred — hardly enough time to master the rigors of inhuman codes of behaviour. (Players starting with older characters may start with increased Path ratings at Storyteller discretion.)
- In all other ways, unless otherwise specified, inhuman Paths along with the Convictions and Touchstones are used like their human counterparts. So, if a roll calls for the player to use for Stains or Rumours, Mechanically the it is the same, even if some of the application differs.

Switching from Humanity to a Path

A character may also elect to eschew his human nature in favour of a Path. This is exceedingly difficult, and those who fail find themselves permanently soul-scarred as a result. A character seeking to switch from Humanity to Path must have a Humanity rating of 3 or below, as well as ratings no higher than 1 for their Touchstones and Convictions. During the chronicle, a candidate is typically approached by a Kindred already on the Path; in this sense, Paths resemble secret fraternal orders, approaching candidates they deem worthy rather than being open to solicitation. This process should be roleplayed. If the character chooses to initiate himself toward the Path, he begins a program of rigorous study, and a vampire already on the Path is assigned as the initiate’s mentor. An initiate spends at least a year in contemplation and study of the Path’s ways. During this time, the initiate must forcibly degenerate himself, dropping them to “acceptable” levels (Humanity 3 or below, ratings of 1 in appropriate Convictions and Touchstones), if he has not done so already.

The vampire then undertakes a test, which can be roleplayed by the player and Storyteller. This test can involve study of forbidden lore, answering of riddles, completion of ordeals and tasks, or whatever else the Storyteller deems appropriate for the given Path. However, part of the test always involves the vampire committing an act

that, in human terms, would be viewed as an atrocity. Such a deed is undertaken not for the sake of mindless evil, but rather to impart a lesson about the character’s nature in relation to the Path. Following the completion of the test, the character makes a Willpower roll. If the character’s Humanity is 3, the difficulty of the roll is 8. If the character’s Humanity is 2, the difficulty is 7, and if the character’s Humanity is 1, the difficulty is 6. Willpower may not be spent to gain automatic successes on this roll. If the character succeeds, he sheds his human nature and the Touchstone and Convictions that accompany it, gains ratings of 1 in all appropriate Path, and gains Touchstone and Conviction rating of 1 (Typically their mentor is their first Touchstone). If the character earns three or more successes, he experiences a profound (if twisted) enlightenment, gaining a Path rating of 2. If the character fails the roll, he commits a stupid, pointless atrocity without gaining any corresponding understanding and risk Wassail if. He loses a point of Humanity, fails to attain the rudiments of the Path, but may reattempt the test (at a difficulty appropriate to his lowered Humanity Trait) in a month’s time. If the character fails the roll, he loses a point of Humanity and may not reattempt the test for an entire year. Should a character be driven to Humanity zero in this fashion, his soul is lost to the Beast, and the character is permanently taken over by the Storyteller.

Fiendish Enlightenment

Eternity is a very long night, and we wrote the deeper questions for monsters to ponder. When the Sabbat was born, we found the ways one might stifle their Beast while still becoming inhuman. Those who did not follow Metamorphosis borrowed the philosophies of other Cainites, perfecting them into the Paths of Enlightenment. Most Sabbat vampires wallow in the gore-slimed ruins of their former Humanity. Our whelps are no different. However, there is a seed in every Tzimisce Embrace, a slight advantage, a deep inclination towards illumination beyond human breath. We know that a human is not a truly sentient thing, only the clay that can be refined into something more. There is an itch in our breasts for something other, and we will expose our innards just to scratch.



The Paths of the Sabbat

There are many Pathes of Enlightenment that vampires follow however the following paths are specific to the Sabbat.

Path of Death and the Soul: Suppresses the Beast by detached study of death, undeath and the soul. Adherents

Path of Honorable Accord: Harnesses the Beast through the rigorous practice of honorable and chivalrous behavior.

Path of the Feral Heart: Controls the Beast by accepting its urges as natural and accepting their role as a hunter among hunters. It is a variant of the Path of the Beast, and splintered from the Path of Harmony.

Path of Orion: States that vampires are the top of the food chain, the ultimate hunter.

Path of Power and the Inner Voice: Controls the Beast through rigorous determination and the amassing of worldly power. Adherents are called Unifiers.

Path of Lilith: Suppresses the Beast by pursuing the secrets of Lilith and by rejoicing in pain and ecstasy.

Path of Caine: Emulates the Dark Father in order to ward off the Beast.

Path of Cathari: Followers are also strictly opposed to the Beast, seeing it as a loss of the self that is unforgivable for such as selfish, egocentric Path.

Path of Redemption: Fights the Beast by striving for salvation in the service of God.

Path of Nocturnal Redemption: Children of Caine must seek redemption for their crimes and those of their Father, has found adherents across the globe

Path of Night: Acceptance of Caine's curse and of the Beast. Cainites must harness their powers to serve the ordained purpose of vampirism – wreaking havoc upon the mortals and inspire dread – and thereby find salvation.

Path of Metamorphosis: Controls the Beast by studying its limits and the limits of vampirism in general. The Path is the result of the earlier Road of Metamorphosis and it is practiced mostly by the Tzimisce clan.



Path of Death and the Soul

Nickname: Necronomists

Parent Road: Road of Bones

Bearing: Silence

The Path of Death and the Soul is a Path of Enlightenment that suppresses the Beast by detached study of death, undeath and the soul. Adherents are called Necronomists.

The Path is undoubtedly inspired by teachings of the Cappadocians and can be considered a branch of the Road of Bones. It was developed by Lady Vadsislava and Lady Melisande at the Black Monastery in 1666 CE.

OVERVIEW

As one of the more scholarly paths, Necronomists see the vampiric existence as a means to explore the mysteries of life and death. They divide the universe into the rational realm of flesh and physics and the irrational realm of pain, mysteries, and supernatural phenomena. To explore these differences and to find the answer to their questions, a vampire has to explore his own state and the nature of the soul, an irrational spark of divinity within a cold rational world, in order to explore how the irrational and the rational converse with each other. Strong emotions, like Frenzy or Röttschreck, are a part of the irrationality of the soul and have to be explored, analyzed, and classified. Interactions of the soul with the body, like when a vampire is staked and cannot move due the penetration of its heart, and study of the emotions that wraiths need to sustain themselves in a similar way vampires need vitae, have led to the general assumption among the Necronomists that the soul is

what keeps the vampire from crumbling to dust and the metaphysical and material heart is the anchor of it. Due to the blood's interaction with the heart, the soul is able to sustain the body. Most Necronomists study Cathayans and wraiths in order to find a unified theory of death and the soul. Followers of the Path are usually depicted as cold, curious, scientific, elitist, and callous, more concerned with the things to come or the things that were than the present. Many had morbid obsessions and are somewhat detached even before they study death, allowing them to partake in the studies of the limitations of pain and vivisection. They participate in the Sabbat because the Camarilla will not tolerate their practices and many of the followers are Tzimisce, but some are known to have correspondence with certain Kindred scientists such as Dr. Douglas Netchurch.

Members of the Path have a strong rivalry with the Giovanni.

Convictions

- Study the transition of life and death
- Only by classifying the irrational can one truly be rational
- Do not fear death, for the soul is immortal
- By understanding the rational mind, one can catch glimpses of the irrationality of the soul
- Attempt to understand as much as possible
- Explore your emotions, but never indulge in them
- Accept that everything follows some patterns, even when you do not understand these patterns

Hierarchy of Sins - Death and the Soul

Rating	Moral Guideline	Rationale
10	Attachment to the living world.	The material world is ultimately ephemeral and of limited use in garnering understanding.
9	Fearing Final Death.	All souls return to the cycle. Final Death is not a death of the soul.
8	Being guided by emotion.	Emotions may be studied as expressions of the soul, but they aren't useful in cultivating functional understanding.
7	Frenzying.	The impulses of the Beast don't lead to enlightenment.
6	Not killing when useful or necessary.	Make death a tool. Kill selectively and learn from the victims' passing.
5	Not pursuing enlightenment.	The purpose of the Path is to increase knowledge.
4	Showing an aversion to death.	Death is the doorway between the material and the eternal. It must be embraced and acknowledged.
3	Showing compassion.	Suffering is a step toward inevitable death.
2	Killing without studying death.	Murder offers no opportunity to increase insight.
1	Preventing a Death.	All things must die. Don't meddle with the universe's cycle.



Path of Honorable Accord

Nickname: Knights, Patriots, Canonici

Bearing: Devotion

The Path of Honorable Accord is a Path of Enlightenment that harnesses the Beast through the rigorous practice of honorable and chivalrous behavior.

Adherents are called Knights, Patriots, or Canonici.

OVERVIEW

The Path of Honorable Accord was formed by the chivalric tenets of the old Road of Kings, as well as various mortal codes of knighthood, with recent additions of Asian philosophies. They orientate themselves on the Code of Milan and the three Towers of Honor, Courage and Duty, which are detailed in six different allegorical tales to illustrate the aspect of the Path. It was developed by Master Frazier at the Black Monastery in 1666 CE.

Cainites on the Path of Honorable Accord have always placed a high value on ritual and ceremony. The Sabbat's Knights therefore always participate in War Parties, ritae, ceremonies, and other pack events. As a whole, the followers of the Path seek to knit together the disparate factions of the sect under the common banner of loyalty to a cause. Although alternately ignored or derided by followers of other Paths, the Knights are a stern example of the best qualities of any Sabbat, and they cannot be faulted by their brethren. Knights do not often take leadership positions (as they find the political duplicity appalling), though they are at the forefront of many battles, showing courage and discipline unmatched by any other soldiers among the undead.

Knights are by turns cold and aloof, yet honorable and trustworthy. A Knight never goes back on his word and always honors his agreements. He does not shirk on his duty

or flee from battle. Still, he is far from humane: The Knight sees humans as a resource, just as another warrior might see a fine warhorse as admirable but far from an equitable associate. Many of this Path's followers display a grim and taciturn image, but the Knights are capable of humor and joviality – they simply find that duty outweighs personal gratification.

The vast majority of this Path's followers are of Ventrue antitribu and Salubri antitribu blood, but a fair number of Nosferatu antitribu, traditionalist Tzimisce, and even reasonably lucid Malkavian antitribu study this Path. Panders who serve the ideals of the Sabbat (instead of crusading for personal advancement) espouse this Path as well. A rare few Camarilla elders, primarily Ventrue, hold on to the precepts of this Path from their nights of vampiric, medieval chivalry.

A follower of the Path of Honorable Accord must always keep honor foremost in his mind. A Knight cannot act rashly or in haste; he must always be aware of the nature and consequences of his actions. The devout student of this Path must hold onto courage and discipline at all times while he seeks to dispense justice and fairness. The true Knight fights and dies, for his cause. Compassion, however, has no place in the heart of the knight. Errors lead to flaws; flaws lead to weakness and weakness leads to ruin.

Convictions

- Always keep your word and honor your agreements.
- Never show cowardice. Overcome your fears.
- Duty comes before personal matters.
- Treat fairly and equitably with those of station. Conversely, the dishonorable are beneath your contempt.
- Always repay your debts.
- Support your comrades-at-arms in all things, except where they counsel treachery.

Hierarchy of Sins - Honorable Accord

Rating	Moral Guideline	Rationale
10	Failing to uphold all the precepts of your group (in most cases, the Sabbat).	True duty to a cause requires sterling character.
9	Failing to show hospitality to your allies.	Hospitality and generosity are the wealth of the soul.
8	Associating with the dishonorable.	Serve as an example, but do not be dragged into the pettiness of the ignoble.
7	Failing to participate in your groups' rites.	Tradition and ritual are important parts of heritage.
6	Disobeying your leader.	Loyalty is the keystone of hierarchy.
5	Failing to protect your allies.	Defend those who are worthy of your esteem.
4	Placing personal concerns over duty.	Duty is the vampire's purpose.
3	Showing cowardice.	Honor lies in fighting for a cause, not in fleeing it.
2	Killing without reason.	Life and death are God's will, not individual Cainites.
1	Breaking your word or oath; failing to honor an agreement.	To break one's oath is to be without the honor that defines existence.



Path of The Feral Heart

Nickname: Beasts, Ferals

Parent Path: Path of the Beast

Bearing: Menace

The Path of the Feral Heart is a Path of Enlightenment practiced among the Sabbat, especially by members of Clan Gangrel. It controls the Beast by accepting its urges as natural and accepting their role as a hunter among hunters. It is a variant of the Path of the Beast and splintered from the Path of Harmony.

Adherents are called Beasts or Ferals.

OVERVIEW

Originating from the Via Bestiae ("Road of the Beast") of the Dark Ages, the Path of the Beast emphasizes the predatory nature of the vampire. Unorganized and shunning the trappings of civilization, followers of the Path often espouse technology in favor of their talents inherent to their undead form.

A follower of this Path feels that the Beast is a natural part of being a vampire and that its needs must be satiated. Still, the vampire is intelligent, and a cunning hunter is a more effective one. Therefore, it is important to strike a balance between Beast and Man – the feral cunning and vicious instincts of the

vampire are excellent survival tools, tempered by the reasoning and insight of the mind. By satiating the Beast's urges from time to time, the vampire ironically gains a greater degree of personal control.

The Path of the Feral Heart integrates the nature of the Path of the Beast into the tenets of the Sabbat, emphasizing the Cainite's loyalty to their pack, and teaching him or her to avoid the trappings of the mortal world to better serve the crusade against the Antediluvians and their pawns.

Convictions

- Survival is your first concern.
- Politics or technology simply get in the way of the hunt.
- Learn to strike a balance with your Beast. Engage in the brutal actions necessary to survive but retain your intelligence and cunning.
- The "natural world" is an illusion. All things must live according to their forms, and even civilization is natural because it is the form of humanity.
- Although fire can kill you, you must master your fear so that you can kill those who would use it against you.
- Whether running alone or with a pack, your loyalties must be absolute. You have no time for shifting allegiances.

Hierarchy of Sins - The Feral Heart

Rating	Moral Guideline	Rationale
10	Hunting with means other than your own vampiric powers.	The perfect hunter needs no tools.
9	Engaging in politics.	Political struggles don't yield sustenance.
8	Remaining in the presence of fire or sunlight, except to kill an enemy.	There's no sense in courting Final Death.
7	Acting in a overly cruel manner.	Death is natural, feeding is natural, torture and cruelty aren't.
6	Failing to sate your hunger.	The vampire's purpose is to feed.
5	Failing to support your allies.	Support your family, and it'll support you.
4	Killing without need.	A dead vessel may not be fed from in the future.
3	Failing to follow ones instincts.	Instinct is the basis of predatory nature.
2	Killing a creature for other reasons than for survival.	A kill's purpose is sustenance.
1	Refusing to kill to survive.	Vampires are hunters; everyone else is the hunted.



Path of Orion

Nickname: Stalkers

Parent Path: Path of the Beast

The Path of Orion is one of the various Paths of Enlightenment that the vampires of the Sabbat follow. The Path of Orion is among the newest of them and not widespread. Its founder, the Brujah antitribu Aaron Wilkshire, is still alive and willing to teach young vampires the ways of the Path of Orion.

Adherents are called Stalkers.

OVERVIEW

The Path states that vampires are the top of the food chain, the ultimate hunter. It is their purpose and their duty to act like one and to strengthen their species by weeding out the weak and stupid among them in a form of evolution. Giving into the Beast or clinging to Humanity is weakening the vampire and the entire species alike and both should be forsaken in order to continue the evolution of the vampiric race. Followers of the path Orion strive to evolve by hunting and battling various creatures that are stronger than themselves, such as Lupines or elder vampires.

Convictions

- Strengthen your vampiric condition by forsaking what holds you down
- Destroy those who have fallen to their Beast
- Vampires are hunters, not killers
- The Beast is a tool that must be controlled
- Destroy those who follow Humanity (or, even worse, Golconda)
- Do not Embrace needlessly

Hierarchy of Sins - Path of Orion

Rating	Moral Guideline
10	Failing to hunt an overwhelming powerful foe.
9	Failing to hunt Lupines.
8	Sire an unworthy childe.
7	Failing to hunt a powerful foe.
6	Failing to hunt a vampire with a high Humanity score.
5	Failing to hunt a Wight.
4	Failing to hunt a vampire in Golconda.
3	Allowing Frenzy to lead you astray.
2	Showing cowardice.
1	Hunting only beings weaker than yourself.



Path of Power and the Inner Voice

Nickname: Unifiers

Bearing: Command

The Path of Power and the Inner Voice is a Path of Enlightenment that controls the Beast through rigorous determination and the amassing of worldly power. Adherents are called Unifiers.

OVERVIEW

This path was refined to its current state by a Lasombra Cainite known as Lord Alexandre in 1666 CE at the Black Monastery, having been originally developed by Lord Marcus in 1530 CE. Followers of this Path believe the truth lies within themselves and is best found by an inner search for personal enlightenment that leads ultimately to the amassing of power. Control of the self and of the external world is the only goal worth pursuing. To this end, a vampire must develop his abilities, extend his influence, and lay his pawns. By bending the world to his will, the vampire creates order and stability. Every form of power, influence, or control can be used to further some end. Therefore, Unifiers seek all forms of power, be it political, material, or spiritual. By understanding oneself, it is possible to begin to describe the motivations of others. True understanding therefore allows the vampire to unlock the secrets of enemies and allies alike, to carefully dissect any situation, and discern the most proper course of action. From such judgments, the vampire decides upon the most favorable means of taking or keeping control.

The followers of this Path believe their self-consciousness is an aspect of the soul itself. The soul exists outside the material expressing itself in control. They believe both mortals and immortals have this power, but vampires have received the ability to allow part of their souls to enter into the real world and are thus capable of much more than humans. As they hone their abilities, they learn to control their very blood, and derived from that, their thoughts and eventually their

environment. As within, so without. A powerful and influential vampire is also spiritually advanced.

Unifiers are consummate politicians and strategists among the Sabbat. Although blood bonds and emotional ties can motivate followers, the pragmatic students of this philosophy recognize that such measures can be fought and compromised. Thus, vampires of this Path believe that control should only be woven through methods that cannot be subverted: pain, rage, desire, and depravity are key among their tools. A recruit who serves out of loyalty can be bought; a follower who serves out of duty can be blackmailed; an adherent who serves from love can be disillusioned. Therefore, fear and respect for power, anger, and hate directed towards one's enemies, the fulfillment of lust, and the lessons of pain make the most persuasive directives. There is no use in pining for lost humanity or in secreting oneself away to study arcane lore; vampires are without honor or compassion. The role of the vampire is the role of master. The need for control combined with introspection makes followers of this Path into corrupt and brutish tyrants. Some followers of the Path simply espouse dictatorship, but the truly enlightened use philosophy and an understanding of psychology to incite their followers. The typical Unifier accepts no excuses, drives himself and his subjects mercilessly, and shows no pity or compassion for failure.

Convictions

- Never tolerate failure, especially your own
- Be sparse with rewards
- Always strive for control by any means necessary
- Never show weakness
- Use every emotion to dominate your fellows
- Respect those above you, but replace them when they falter

Hierarchy of Sins - Power and the Inner Voice

Rating	Moral Guideline	Rationale
10	Denying responsibility for your actions.	Derelection of responsibility is a failure to lead properly.
9	Treating your underlings poorly.	Reward competence as an incentive but do so sparingly.
8	Failing to respect your superiors.	Give the respect that is due, that you might learn something in turn.
7	Helping others without gaining an advantage.	Always gain something from your actions.
6	Accepting defeat.	Succeed, or die.
5	Failing to kill when it suits your interests.	Do not hesitate to eliminate those who would stand against you.
4	Submitting to the errors of others.	Be right and you will be vindicated. Follow a fool and you will suffer for it.
3	Not using the most effective tool for control.	Power must be seized. Be iron-fisted and resolute.
2	Not punishing failure.	Failure is instructive only when used as a negative example.
1	Turning down an opportunity for power.	Personal power is the means to all ends.



Path of Lilith

Nickname: Lilins, Bahari

Bearing: Tribulation

The Path of Lilith is an ancient Path of Enlightenment that has its roots in various Bahari cults. It suppresses the Beast by pursuing the secrets of Lilith and by rejoicing in pain and ecstasy.

The Path originated in the far older Road of Lilith. The Path of Awakening and the Path of Flesh are side branches of the original Path.

Adherents are called Lilins or Bahari.

OVERVIEW

Central to the Path is the mythical figure of Lilith. The legends among the Bahari tell how she was betrayed by men, first by God, then by Adam, by Lucifer and Caine, and of the strange monsters she birthed to plague the world. They tell of mighty kingdoms her children erected to rival those made by the children of Seth and how they warred with the inhabitants of Enoch. It is said that three of Lilith's descendants entered the First City to receive the Embrace and that they eventually led the rebellion against the Second Generation. When the Deluge

destroyed the first mortal civilizations, these Lilins further spread their teachings to convert the childer of Caine into the service of the Dark Mother.

No two versions of a holy text among the Lilins are the same. The only thing all agree upon is that Lilith is the Dark Mother of Wisdom and Power and that her knowledge comes at a price paid in pain. Suffering and pain are seen as the gateway to enlightenment, just as Lilith first suffered in order to understand and to grow beyond her limits. Like a parent disciplining an errant child, Lilith passes on a legacy of pain that teaches, and so the Lilins seek to overcome the weaknesses of their blind, helpless births, ascending to understanding and power. By walking in fire, impaling themselves on thorns and blades, suffering deprivation, and plunging into icy water, the Lilins excite their bodies and minds to true sensation, and open their consciousness to the entirety of the world. From the dizzying heights of comprehension, at the needlepoint of pain, they learn the true measure of creation, that they may take the formless stuff of the world and cast it in a new image. Enlightenment must burn and tear away illusions and flaws.

Among the Sabbat, this path is regarded as heretical (as they disregard the supremacy of Caine and the Book of Nod) and its followers are hunted by the Sabbat Inquisition.

Convictions

- Never tolerate failure, especially your own
- Be sparse with rewards
- Always strive for control by any means necessary
- Never show weakness
- Use every emotion to dominate your fellows
- Respect those above you, but replace them when they falter

Hierarchy of Sins - Path of Lilith

Rating	Moral Guideline	Rationale
10	Feeding immediately when hungry.	Deprivation and hunger taught Lilith to survive.
9	Seeking wealth or temporal power.	True wealth comes from inside, not from money or influence.
8	Not correcting the false myths of Cain.	Cain was a murderer, traitor, and fool who deserves no reverence.
7	Feeling remorse.	Pain and suffering help others to learn and grow.
6	Failing to participate in a ritual.	The rituals handed down through time contain clues to awakening.
5	Showing fear in the face of death and pain.	Death is simply an inevitable change to a new form of existence.
4	Killing.	Death denies one the chance to transcend.
3	Not seeking out the teachings of Lilith.	Lilith hid her works in many places; they must be found.
2	Failing to dispense pain and anguish.	Be a teacher through the pain.
1	Shunning pain.	Only through pain are we reborn. To shun pain is to embrace ignorance.





Of the Feeding
*Find you a place that is
yours,
And the mortals that dwell
there,
let them be your sheepfold,
let them be your cup,
let them be your holy
bread.*

Path of Caine

Nickname: Noddists

Bearing: Faith

The Path of Caine is a Path of Enlightenment that emulates the Dark Father in order to ward off the Beast. Due to its strong ties with Noddism, it is almost exclusively found in the ranks of the Sabbat.

Adherents are called Noddists.

OVERVIEW

Originators of the Path of Caine are, perhaps surprisingly, the Banu Haqim. Even tonight, Noddists the world over hold Dastur Anosh to be one of the founders of the Path. Anosh found himself sympathetic to a body of principles similar to the Path of Blood that his master tried to unsuccessfully teach him, and by taking the canon of that Path and combining it with the tenets of the beliefs they were developing during the early days of Lost Tribe, Anosh developed one of the first portions of what would later come to be known in the Sabbat as the Path of Caine. The path was also developed by Mateusz Grybowski and Lady Veradis at the Black Monastery in 1666 CE.

The heart of the Path of Caine lies in the exemplification of vampiric nature: The questions of existence, the limits of the vampiric form, and the changes wrought by the Embrace all drive the Noddists into endless speculation, debate, study, and research. Scholarship and historical insight are valuable, but the vampire must simultaneously develop spiritually and physically, to explore the limits of his undead form. Diablerie serves more than a simple theft of power; it allows the practitioner to learn from the experiences of other undead, thereby developing greater understanding and even to transcend the Antediluvians in their quest to understand Caine. Other vampires lose themselves in attempts to save lost Humanity or find meaning in obscure philosophy. The Path of Caine, instead, finds

meaning in the fundamentals of vampirism. To the Noddists, Caine's life reveals the mystery of the vampiric curse; by understanding the undead form, they transcend their mortal weaknesses. They prize any knowledge about the vampiric condition, but the writings and stories of the First Vampire form the core of Noddist lore. As Caine was marked and cast out from mortal society, the Noddists believe that he exemplifies most keenly the differences between vampires and humans. Therefore, this Path's adherents cast aside their humanity as inadequate and useless, emulating Caine's exile and seeking new rules to govern their predatory drives

With almost theological fever, the Noddists search for every scrap of information about the mythical past of the Kindred. Noddists rarely engage in Sabbat politics, choosing instead to drive Packs to acquire new information and new experiences. They also serve as priests who lead vampires to seek awareness – and development – of their undead condition. Those on this Path lead by example, embracing their monstrous natures and striving to attune themselves to their differences from humans, then helping other vampires do the same. Noddists do not hesitate to share their insights, so that all vampires can become closer to Caine; conversely, however, they hoard dangerous secrets to prevent misuse.

Convictions

- Restrain yourself and never give in to extremes
- Develop your Willpower
- Never give into your Beast
- Learn as much as possible about the vampiric history and the First Vampire
- Take the blood of those who are unworthy in order to come closer to Caine
- Accept your condition and that you are no longer human
- If possible, leave the children of Seth alone and coexist with them

Hierarchy of Sins-Path of Caine

Rating	Moral Guideline	Rationale
10	Failing to research or study.	The search for truth requires dedication.
9	Failing to teach another vampire about the Path.	All vampires must have the opportunity to explore their potential.
8	Treating mortals as equals.	Caine was separated from mortals; as all vampires should be.
7	Disrespecting other students of Caine.	All of the Children of Caine deserve the respect due their heritage, as long as they strive to understand themselves.
6	Failing to "ride the wave" of a Frenzy.	Direct the Beast; don't be directed by it.
5	Succumbing to Röttschreck.	Master your fear. Terror is for lesser beings.
4	Failing to diablerize a "humane" vampire.	Those who don't explore their potential forfeit that potential.
3	Not testing the limits of your condition.	Develop your capabilities to their limits in order to discern your true nature.
2	Failing to pursue knowledge about Caine and vampirism.	Every scrap of knowledge adds a piece to the puzzle of undead existence.
1	Denying your hunger or other parts of the vampiric condition.	To be a vampire, one must satisfy a vampire's needs.



Path of Cathari

Nickname: Albigenians

Bearing: Seduction

The Path of Cathari is a Path of Enlightenment that sprang from the heresy of Catharism, or Albigenism in the Dark Ages.

Adherents are called Albigenians.

OVERVIEW

A dualistic philosophy, Cathar doctrine holds that the world was created in equal parts by a good creator responsible for virtue and spirit, and an evil creator who acted as a counterpoint, fashioning the material world and its vices. The original Cathars believed the soul to be the root of all that is pure in humanity, while the material body was a shell in a corrupt physical world. Cathars pointed to the noble aspects of the spirit (compassion, sacrifice, honesty and the like) as proof that the only true good lay in the ephemeral.

The Path of Cathari fashions itself as the direct counterpart of the medieval Cathars: vampires are archontic spirits, jailers of the Demiurge, placed on this world to ensure mankind will never transcend it. Caine was damned by the good creator to physicality and suffering unending, but placed above mankind

in the process, to evaluate humans and tempt them away from gnosis. To this end, Albigenians (the formal titulation of a follower of the path) encourage mortal excess and materialism and deliberately break the many taboos of the ancient Cathars. They seek material wealth and comforts, and they encourage others to do the same. A vampire can serve his proper purpose only by embracing the flaws inherent to his form and to the world, and accepting his duties as a purveyor of vice. Followers of the Path of Cathari thus ironically find spirituality in depravity. In their eyes, perversion is their natural state of being - why not enjoy it? You are, after all, already damned.

Although the tenets of Albigenism influenced the Path, it draws on several elder sources as well, the most prominent the ancient Via Peccati. Followers are also strictly opposed to the Beast, seeing it as a loss of the self that is unforgivable for such as selfish, egocentric Path. Their hedonistic ways, however, have earned them the special interest of the Sabbat Inquisition, who watch followers of the Path closely after several incidents with Infernalism in the 18th century. In the Final Nights, the Path is divided between the European Elders, whose ethics are more closely mirrored by the ancient ways of Desire, and the Canadian branch espoused by a pack based on Montréal, who see vampires as testers of God to guarantee that only the worthy can liberate themselves.

Convictions

- Your role as a creature of evil is predestined. Accept it and fulfill your purpose.
- Indulge in vice. Wealth, sensuality and material power are the hallmarks of the material world.
- Lead others to temptation. It is your role to promote the depravity of the world.
- Grant the Curse of Caine to those with great passion. Undeath is an evil curse, but those with great conviction can use it well.
- The entire material world is corrupt. Expect betrayal and wickedness because almost everybody is corrupt along with it.
- Death simply leads to reincarnation. Mortals return after you kill them. However, you should avoid Final Death, since you will return as mortal if you die.

Hierarchy of Sins - Path of Cathari

Rating	Moral Guideline	Rationale
10	Exercising restraint.	One's purpose is excess, not moderation.
9	Showing trust.	Use or be used.
8	Failing to pass on the Curse to the passionately wicked or virtuous.	The depraved can serve evil better as vampires/the virtuous can be overcome by the Curse.
7	Failing to ride the wave in Frenzy.	The Beast, as well as the higher self, must be indulged.
6	Acting against another Albigensian.	Those of like purpose should fulfill that purpose, not quarrel among themselves.
5	Impassioned killing.	Murder achieves no greater end; dead men cannot sully their souls.
4	Sacrificing gratifications for someone else's convenience.	Promote physical pleasures, not altruistic achievement.
3	Refraining from indulgence.	The material world is a place for the gratification of the flesh.
2	Arbitrary killing.	Killing a mortal absolves him of bringing about his own damnation.
1	Encouraging others to exercise restraint.	Vampires are creatures of evil; the vampire's purpose is to corrupt, not save.



Path of Redemption

Nickname: Martyrs

The Path of Redemption is a Path of Enlightenment that fights the Beast by striving for salvation in the service of God.

Naturally, these claims are somewhat inconvenient in the current societies of the Damned, but the followers of the path are often more determined to gain grace than caring about others. The Path of Nocturnal Redemption is typically seen as an offshoot of this Path, although the other Path was published first.

A follower of the Path is known as a Martyr.

OVERVIEW

The undeniable supernatural fact of vampirism, so the scholars of the Path argue, proves that there must be a higher power. If there is a higher power, humanity must have failed it; just look around and you can see how sin and degradation flourish among them. And if this power – claimed to be the Abrahamic God – is disappointed by humanity, vampires, as natural predators by their vitae, are his scourge upon them, dark angels of His wrath that go through a purgatory on Earth to become His servants. By denying the Curse of Caine to poison their soul, they fight the Beast and strive to strengthen their soul in order to serve the Almighty and eventually return to His grace. They see themselves in the station of Job, who was also tested by God and the Adversary.

Most doctrines of the Path are influenced by the Jesuits, who see themselves as Soldiers of God and value scientific researches to gain insight into a fracture of God's plan. The Cainites who follow the Path of Redemption do the same by investigating their Disciplines or spending their immortal existences researching occult texts. They try to atone for the sins of Caine and strive to redeem him and themselves. They

believe that Enoch, the first of Caine's childer, was granted absolution and that he was translated into Heaven to act as an angel for accepting the Lord's Grace.

Most adherents of the Path are members of the Sabbat Inquisition or are independent. Usually, they will form communities that are similar to those of a monastery. It should be noted, however, that followers of the Path of Redemption do not care about maintaining their Humanity or any human moralities any longer, having accepted their bestiality and striving only for absolution before God. They unleash their Beast in an orgy of Frenzy annually in a controlled manner (called the Divine Tide) to meditate about their sins and gain understanding about their condition, so that one day they will be able to deny it.

Vampiric nature and the Seven Deadly Sins

The Martyrs argue that vampires are, by their very nature, the ultimate personification of the seven cardinal sins. These are:

- Pride is represented by the vampires physical talents that defy the natural order of God
- Greed is represented by addictive qualities of their vitae towards mortals
- Anger is represented in the destructive nature of the Beast
- Lust is represented in the urge to sire a childe and damn another soul to vampirism
- Envy is represented by the power of the Blood Bond
- Gluttony is represented in the insatiable hunger every Cainite endures
- Sloth is represented by their inability to act during the day

Convictions

- The word of God is law
- Seek the forgiveness that Caine refused
- Understand sin in all its facets
- Study the Children of Seth and remind them of the love of God that you are denied
- Understand the vampiric condition as God's tool
- Embrace only those who have abandoned their faith
- Submit to the Divine Tide in order to understand the Beast and find redemption
- Confess your sins to those above you in the Path
- Watch and destroy those who exalt their cursed unives
- Pray to God for guidance
- Find those who have faith and teach them
- Destroy all those who would consort with Hell

Hierarchy of Sins-Path of Cathari**Rating Moral Guideline**

- | | |
|----|--|
| 10 | Neglecting your duty. |
| 9 | Putting physical needs before spiritual needs. |
| 8 | Refusing the penitence of the Divine Tide. |
| 7 | Refusing to heed the words of other followers of the path. |
| 6 | Refusing to offer the opportunity of redemption to others. |
| 5 | Refusing to take or give confession. |
| 4 | Committing blasphemous acts. |
| 3 | Allowing a cardinal sin to go unpunished. |
| 2 | Murdering innocents. |
| 1 | Refusing to acknowledge the necessity of redemption. |



Path of Nocturnal Redemption

The Path of Nocturnal Redemption is a Path of Enlightenment created by the members of the coven known as the Shepherds of Caine from Montréal. Practitioners of this path are called Martyrs. This path is typically viewed as an offshoot of the Path of Redemption, although this Path was published first.

OVERVIEW

The Path of Nocturnal Redemption was born in Montréal at the end of the 17th century CE. It began when a cadre of Jesuits, Embraced by local Sabbat, emerged from their graves charged with a potent mixture of human faith and Cainite enlightenment.

The Path's tenet, that the Children of Caine must seek redemption for their crimes and those of their Father, has found adherents across the globe. Yet, only in Montréal, and the exceptions of a few cities in Mexico and in the Sabbat Inquisition, do these adherents make a significant force. Acolytes undertake pilgrimages to Montréal to learn from the founders of the Path and to pray at their holy sites. Most arrive

during the summer months, coinciding with the Opening of the Litany. During this period the city's Martyrs dedicated themselves to ceremonies and informal discussions with visitors.

In recent times, some pilgrims have expressed concerns that the supposed leaders of the Path have lost touch with their faith. Almost all local Martyrs are members of the Shepherds of Caine, and as the political concerns of the coven come to the fore some wonder whether the quest for redemption has been forgotten. The Path rite of the "Santining" contributes to this problem as the holiest Martyrs invariably end up passing onto the next world, leaving the less enlightened to guide the faith.

As part of their quest to experience both sin and virtue, Martyrs undergo a constant personality shift that they refer to as the Divine Tide. As the tide ebbs and flows, the followers experience the depths of sin and the heights of grace. The duration of these cycles varies from vampire to vampire, but each accomplishment and increase along the Path must follow the end of the complete cycle. Changes are punctuated with solemn ceremonies that are held in the highest regard.

Members

Since the Sainting of its founder Ignace in 1842, the Path has had no recognized leader. A general stratification has occurred, however. Raphael Catarari is considered the holiest Martyr in Montréal, but he remains focussed on his own goals. Alfred Benezri, Yitzhak, Frère Marc, and Béatrice L'Angou are the closest things to the leaders of the Path. They are enlightened enough to guide the young, yet not ascend in contemplation of the Almighty.

Temple

Under the Vieux Séminaire ("Old Seminary") facing Old Montréal's Place d'Armes is the Hall of Hallowed Saints, the holiest site of Martyr lore. In the many alcoves of this Gothic chamber, illuminated by dozens of candles and scented by exotic incense, stand the mummified remains of the Path's greatest followers who have undergone the Sainting. At the chamber head stands the form of Saint Ignace the Martyr, the founder of the Path. Others include François the Wise and Morceaux the Mad. The hall was once the Shepherd's Lair, and it connected to the Temple of Eternal Whispers, but none may enter the new Hall without the permission of Raphael Catarari.

Rites and Practices

Sainting - The holiest Martyr ritual is the Sainting. The rite supposedly allows a highly enlightened Martyr to leave his physical form and join the Almighty, which is enacted after a few nights of intense prayer and the mummification of the subject. Yitzhak (a potent Thaumaturgist) designed this ritual as a punishment. Yet, Raphael Catarari seems to have transformed the rite so that it truly fulfills the promise of redemption.

Divine Tide - As part of their quests to understand their sins and redemption undergo a constant personality shift that they refer to as the Divine Tide, ebbing from sin to holiness. The duration of these cycles varies from vampire to vampire.

Convictions

- Caine was cursed by the Almighty so that he could seek redemption. You must do the same.
- Seek to understand the sin within you. Only from knowledge can redemption be discovered.
- The wisdom of mortals who are touched by the Almighty is of value and should be brought out by driving the humans to extremes of good and evil.
- Embrace only those who have the ember of faith with them: this will guide them in unlife.
- Know the ebb and flow of the Divine Tide exist to bring you closer to salvation, not to allow you to revel in your power or your insight.
- Seek to understand the Curse in all its forms.
- Seek the Wisdom of Caine and the Second Generation, for only they lived by the Curse.
- Seek confessional with one further along the Path than you. Take confessional from those behind you. Never break its secrecy.
- Prepare for the coming of those who have taken pleasure from the Curse. Strike at their hearts with all your might and seek redemption in glory.
- Seek out those among your kind who may be saved. To let one be Damned without showing her the Faith is a sin.
- Spend time in prayer and meditation. Contemplation is the path to wisdom.

Hierarchy of Sins - Nocturnal Redemption

Rating Moral Guideline

- | | |
|----|---|
| 10 | Pursuing any goals other than redemption. |
| 9 | Refusing to pursue information about the Curse of Caine when there is great risk or putting temporal concerns before enlightenment. |
| 8 | Resisting the Divine Tide. |
| 7 | Refusing to learn from those with greater understanding, or killing a mortal who has been touched by the Almighty without first offering her the Embrace. |
| 6 | Foregoing the opportunity to show others the Path, or not seeking information on the Curse when there is a moderate risk. |
| 5 | Refusing to take or give confession. |
| 4 | Not spending at least some time in meditation or prayer each night. |
| 3 | Not seeking to understand the Curse when there is little or no risk. |
| 2 | Not exploring the Divine Tide or breaking the secrecy of the confessional. |
| 1 | Refusing to acknowledge the need for redemption. |



Path of Night

Nickname: Nihilists

Bearing: Darkness

The Path of Night, sometimes called the Path of the Allied Night, is a Path of Enlightenment that preaches acceptance of Caine's curse and of the Beast. Cainites must harness their powers to serve the ordained purpose of vampirism – wreaking havoc upon the mortals and inspire dread – and thereby find salvation.

Adherents are called Nihilists.

OVERVIEW

Those vampires who follow the Path of Night wholly accept their damnation; indeed, they believe that, as vampires, it is their preordained role to act as agents of damnation. Unlife is nothing without pain, and misery enjoys company. This Path is practiced largely by Kindred of Clan Lasombra, who gladly mortify their own souls in the interests of bringing atrocity to the world.

The Path of Night borrows heavily from Catholic dogma, though it concerns itself more with abandonment and damnation than redemption. The vampire's purpose in unlife, according to this Path, is to scourge the Earth, to act as an agent of evil and, thus, ultimately to do the bidding of the greater powers that dictate good and evil alike. No one lives without

original sin, and those who follow this Path are beholden to expose and exacerbate that sin. Life and unlife are varying states of damnation; those who fail to realize their full potential are lost sheep, suitable only for slaughter. This is one of the most terrible Paths in existence, as it concerns itself with the outright and intentional discomfort of others. Its followers are more than mere bullies and sadists, however, in that they are sincere in their beliefs. One who receives the curse of Caine is bound by fate and duty to wreak vengeance upon the Children of Seth. In so doing, vampires on this Path hope that, by fulfilling the roles meant for them, they can transcend those roles and find ultimate peace. This final goal aside, though, the Path of Night is a Path of hostility and antagonism, and the company of those who follow it is extremely hard to abide.

Convictions

- Leave no being untouched by your taint
- Tempt and horrify those around you; the weak will fall, while the strong will be tempered by your testing of them
- Inspire others to accept their inner darkness
- Experience every sensation imaginable and then some
- Death is a means, not an end
- Kindred, as souls damned by God, fulfill their purpose by preying upon mortals

Rating Moral Guideline

10	Killing a mortal for food.
9	Acting in the interests of another.
8	Failing to be innovative in one's depredations. Asking aid of another.
7	Accidental killing. Make death a tool.
6	Bowing to another Kindred's will.
5	Intentional or impassioned killing.
4	Aiding another.
3	Accepting the superiority of another.
2	Repenting one's Behavior.
1	

Hierarchy of Sins-Path of Night

Rationale

Dead mortals feel no dread. Gehenna is nigh – there is no time to fulfill petty agendas.
God has made Kindred horrors, not murderers.
Those who cannot provide for themselves fulfill their ends poorly. Kill selectively and learn from the victims' passing.
The games of the Jyhad are diversions from the Damned's true purpose.
Death serves no one; it merely deprives one of a victim.
Compassion has no place in a vampire's undead heart. All Kindred are equal under God's plan.
The Kindred's purpose is to cause repentance, not to practice it.





Path of Metamorphosis

Nickname: Metamorphosists

Bearing: Inhumanity

The Path of Metamorphosis is a Path of Enlightenment that controls the Beast by studying its limits and the limits of vampirism in general. The Path is the result of the earlier Road of Metamorphosis and it is practiced mostly by the Tzimisce clan.

Adherents are called Metamorphosists.

OVERVIEW

The Path of Metamorphosis is one of the most humane paths. For its followers, the world is made up of evolutionary chains. Animals are below humans, who are below the Kindred. The metaphysical, arcane members of Clan Tzimisce follow this Path since their settling within the lands around the Carpathian Mountains, which focuses on defining and attaining the state of being beyond the curse of vampirism. Citing their transformative use of Vicissitude, the Tzimisce believe they have the potential to transcend the constraints of the flesh.

They believe that the next step is a state akin to apotheosis, which they call Azhi Dahaka, after the dragon of Persian mythology, and they will do anything – anything – to achieve it. It is a distant, lonely philosophy, removed from any needs other than the matter of sustenance. Followers should be heedless of others around them, existing only to satisfy their personal concerns, until they achieve Azhi Dahaka, which will completely separate them from rest of the world in a similar manner to an inverted Nirvāṇa. Metamorphosists often face a different problem from those who walk other Paths: Rather than struggling to uphold the tenets of their Path, Metamorphosists struggle to discover just what those tenets actually are, each for themselves. Most followers of the path

keep a journal of sorts, classically called the Phrygian Codex, which details their journey to Metamorphosis. Codizes of Elder Metamorphosist are highly prized by their younger contemporaries.

For most Metamorphosists, physical change precedes spiritual change. Some believe, despite the obvious evidence of their undead existence, that no creature possesses a soul and that the Curse of Caine represents flesh run rampant, flesh liberated from the obliterating cycle of life and death. Others hold that the soul is just the body summarized. As a result, most prize the use of Vicissitude and/or Protean for the shapeshifting powers these disciplines lend.

Metamorphosists see potential in the undead form. They strengthen their bones to weather crushing blows or sharpen them into pikes for impaling enemies. They relocate their vital organs to make their digestion of blood more efficient. Others ignore the physical element and instead seek to exploit the peculiar nature of undeath. Some such Metamorphosists feed only on their fellow Cainites, believing that an aversion to mortal blood is a sign of metaphysical superiority. There are many approaches to Azhi Dahaka, but ultimately, no one can say which road is the most efficient.

Metamorphosists are cold, utterly inhuman, and exactly scientific. Their concerns are metaphysical rather than ethical, and it is precisely this frame of mind that leads many to believe that the Metamorphosists have literally begun their transformation into something else. Some take this a step further by altering their flesh in various means until they no longer have a recognizable gender or look even remotely human. For this sake, many adopt the Sabbat, but pay merely lip services to the sect in order to continue their studies.

Convictions

- Learn the characteristics of all stages of life and death
- One should not concern oneself overly with mortals, as they are inherently inferior to even the lowest Kindred
- Do not share knowledge with others, as its value lies in achieving it alone
- Indulge the Beast and deny it; true comprehension requires a broad range of experience
- Alter your body in every possible way to find a way to fundamentally alter the soul
- Do not heed the needs or desires of others, as their lack of introspection may distract even the keenest intellect

Hierarchy of Sins - Path of Metamorphosis

Rating	Moral Guideline	Rationale
10	Postponing feeding when hungry.	Hunger causes distraction.
9	Indulging in pleasure.	Hedonism deters one from greater ends.
8	Asking another for knowledge.	The lessons of Metamorphosis are secrets that must be uncovered, not copied.
7	Sharing knowledge with another.	Knowledge must be learned, not simply illustrated.
6	Refusing to kill, when knowledge may be gained from it.	Before superseding death, the Metamorphosist must understand the phenomenon.
5	Failing to ride out a Frenzy.	A Kindred must know the Beast to transcend it.
4	Considering the needs of others.	Those who can't be bothered to attain Metamorphosis are beneath one's attention.
3	Failure to experiment, even at risk to oneself.	The Path may be understood only through empirical research.
2	Neglecting to alter one's own body.	Physical change must be attained before any more significant metamorphosis.
1	Exhibiting compassion for others.	The fates of others drag one into devolution, not transcendence.





Chimerstry

Nickname: Conjunction

Chimerstry is the trademark Discipline of the Ravnos that conjures illusions into existence. Such phantom images are as real as the Cainite's skill allows and will even fool technological sensors.

While its origins are lost in myths and half-truths, it is assumed to have been developed by the Ravnos Antediluvian, and over the centuries has greatly contributed to the perception of Ravnos as tricksters and con artists. Because Chimerstry works best when targets do not realize they are being deceived by illusions, most practitioners keep their knowledge of it a secret. Even then, it is not always easy to dismiss the phantoms created by this Discipline even when one knows them to be false. Vampires with high levels of *Auspex* may see through the effects of Chimerstry.

As an added note, Chimerstry works against the Fae as if it were real. Because of this, the Ravnos are often feared by the Fae who are aware of this effect, since it essentially means the Ravnos can more or less do anything it wants to the Fae. It is, however, unspecified how this effect works with the power *Horrid Reality*, whether the world it traps the Fae in is an illusion or just as real as any other Chimerstry creation is to a Fae. The Fae believe that this is the result of a pact between the Wanderer and the early Unseelie Court from before the Sundering, which allowed him and his brood to call extensions of the Dreaming into the Autumn World.

In order to properly utilize Chimerstry, the vampire has to experience the illusion he creates himself, deceiving even himself for an instant about the substance of his creation (which can lead to

Rötschreck if the vampire summons the illusion of fire). Also, the vampire can only create illusions he can perceive by himself; a deaf vampire could not create auditory illusions, while a blindfolded vampire could not summon visual illusions.

Chimerstry is a part of the curse on a vampire because it fools him into believing that he is able to truly creative acts, when all he does is perverting and deceiving the senses of his audience. Some advanced users become so enthralled and convinced in the reality in their illusions that they lose themselves in dreamworlds of their own making or other derangements.

The Ravnos are known as masters of illusion, although the reason why is lost to history. Rumours abound of Ravnos ghúls, rakshasas, and shapeshifters, but whatever its origins, Chimerstry remains a potent and powerful weapon for the Deceivers. The Discipline is, fundamentally, an art of conjuration that converts the vampire's will into phantoms that confound the senses and technology alike. Even vampires fall under the sway of the Ravnos' illusory world, unless they have a strong enough grasp of *Auspex*. The Ravnos often use this power to swindle and seduce their victims into acts that work out badly for the victim (but great for the Ravnos). Illusions created by Chimerstry can be seen for what they are by a victim who "proves" the illusion's falsehood (e.g., a person who walks up to an illusory wall, expresses his disbelief in it, and puts his hand through it effectively banishes the illusion), and explicitly incredible illusions are seen as false immediately (e.g., dragons breathing fire or gravity working in reverse). Sometimes, frequent targets of Chimerstry end up attempting to disbelieve everything around them, leading to derangements (and, quite often, to the amusement of the Ravnos).



Characteristics

- **Type:** Sorcery
- **Masquerade Threat:** Low to High. Chimerstry can be used subtle without any notice or as a full-on breach or the Masquerade.
- **Blood Resonance:** Phlegmatic, The blood of the a daydreamer, and fantasizer.

Level 1

IGNIS FATUUS

The vampire may conjure a minor, static mirage that confounds one sense. For instance, he may evoke a sulphurous stench, the appearance of stigmata, or the shatter of broken glass. Note that though tactile illusions can be felt, they have no real substance; an invisible but tactile wall cannot confine anyone, and invisible razor-wire causes no real damage. Similarly, the vampire must know the characteristics of what he's creating. While it's easy enough to estimate what a knife wound might look like, falsifying a person's voice or a photograph of a childhood home requires knowledge of the details.

- **Cost:** One Rouse Check
- **Dice Pools:** Chimerstry + Intelligence
- **System:** The player rolls a Rouse Check and a successful Chimerstry + Intelligence roll for the vampire to create this illusion. The volume of smells, ambient lighting, smoke clouds, and the like are limited to roughly 20 cubic feet (half a cubic meter) per dot the vampire has in Chimerstry.
- **Duration:** The illusion lasts until the vampire leaves its vicinity (such as stepping out of the room) or until another person sees through it somehow. The Cainite may also end the illusion at any time with no effort.

Level 2

FATA MORGANA

The Cainite can now create illusions that appeal to all the senses, though they remain static. For example, the vampire could make a filthy cellar appear as an opulent ballroom, though she could not create a glittering chandelier or a score of graceful dancers. Again, the illusion has no solid presence, though it's easy enough to fool an enraptured visitor with suggestions of what she might expect. A bucket of brackish water is as cool as chilled champagne, after all.

- **Cost:** One Rouse Check
- **Dice Pools:** Chimerstry+Intelligence
- **System:** The player rolls a Rouse Check and a successful Chimerstry + Intelligence roll to create the illusion.
- **Duration:** These static images remain until dispelled, in much the same way that an Ignis Fatuus illusion does.

Level 3

APPARITION

Not really a power unto itself, Apparition allows a vampire to give motion to an illusion created with Ignis Fatuus or Fata Morgana. Thus, the Cainite could create the illusion of a living being, running water, fluttering drapes, or a roaring fire.

- **Cost:** Two Rouse Check
- **Dice Pools:** Chimerstry+Intelligence
- **System:** The player rolls two Rouse Checks and a successful Chimerstry + Intelligence roll to create the illusion



illusion and make it move in one significant way, or in any number of subtle ways. For example, the vampire could create the illusion of a lurking mugger lurching at her victim, or she could create the illusion of a desolate street, down which a chill wind blows trash while a streetlamp flickers and hums. Taking complicated actions besides maintaining the illusion — that is, anything that would require a dice roll — first requires success on a Chimerstry + Intelligence roll, resulting in the dissolution of the false construct if the roll fails. Once the creator stops concentrating on the illusion, it can continue in simple, repetitive motions — roughly speaking, anything that can be described in a simple sentence, such as a guard walking back and forth in front of a steel door. After that, the vampire cannot regain control over the illusion — she can either allow it to continue moving as ordered, or let it fade as described under Ignis Fatuus.

Level 4

PERMANENCY

This power, also used in conjunction with Ignis Fatuus or Fata Morgana, allows a mirage to persist even when the vampire cannot see it. In this way, Ravnos often cloak their temporary havens in false trappings of luxury, or ward off trespassers with illusory guard dogs.

- **Cost:** Four Rouse Checks
- **Dice Pools:** N\A
- **System:** The vampire needs to roll four consecutive successful Rouse Checks, and the illusion becomes permanent until dissolved (including “programmed” illusions like those created by Apparition).



Level 5

HORRID REALITY

Rather than create simple illusions, the vampire can now project hallucinations directly into a victim's mind. The target of these illusions believes completely that the images are real; a hallucinatory fire can burn him, an imaginary noose can strangle him, and an illusory wall can block him. This power affects only one person at a time; though others can see the illusion, it doesn't impact them in the same way. Other people can try to convince the victim that his terrors are not real, but he won't believe them. Note that targets with enough dots in Auspex can still attempt to roll for Seeing the Unseen.

- **Cost:** Two Rouse Checks
- **Dice Pools:** Variable (see below)
- **System:** A Horrid Reality illusion costs two Rouse Checks to set in motion and lasts for an entire scene (though its effects may last longer; see below). If the vampire is trying to injure his victim, his player must roll Manipulation + Subterfuge vs victim's Wits + Awareness. Each success inflicts one health level of illusionary aggravated damage on the victim — the Cainite assaults the victim's mind and perceptions, not his body. If the player wishes to inflict less damage or change it to superficial, he may announce a maximum amount of damage before rolling the dice. Secondary effects (such as frenzy rolls for illusory fire) may also occur. The victim heals all his damage instantaneously if he can be convinced that the damage, he took was illusory, but convincing him may take some doing, such as with at least two successes on a Charisma + Insight roll vs Manipulation + Subterfuge of the Cainite using Horrid Reality. The target must be convinced of the attack's illusory nature within 24 hours of it taking place, or it becomes too well

established in his memory, and he will have to heal the damage using Rouse Checks (if a vampire) or over time (if mortal). This power cannot kill its victims (though a target with a heart condition may well die from fright). A victim “killed” by an illusory attack loses consciousness or enters torpor.

Sanguinus

Nickname: Melding Simul

Sanguinus is the Discipline of the Blood Brothers, which grants members of the bloodline their bizarre ability to share and exchange their mind and body parts with those in their family circle.

Overview

A curious relative of Vicissitude, Sanguinus allows vampires who practice it to combine parts of their bodies, loan them out to others and coordinate their minds and appendages.

Even low levels of it are unsettling (at best) to watch. Use of the higher levels is disgusting, indeed, as flesh parts and exposed organs, atrophied by the Blood Brothers' state of undeath, merge and pulse. Indeed, it's so revolting to watch that mortals observing the spectacle of this Discipline's more obvious powers might end up fleeing the area in nausea.

Though usually only practiced by the Blood Brothers bloodline, it was recently discovered that the discipline can be learned instinctually by Caitiff, and what's more it could even be taught to other Kindred. While a single vampire would not be able to access it, two or more vampires sharing a blood bond could make full use of the various powers, provided they possessed knowledge of the discipline itself.

Sanguinus is the unwholesome Discipline granted to the Blood Brothers by the Tzimisce who created them. A curious relative of Vicissitude, Sanguinus allows vampires who practice it to combine parts of their bodies, loan them out to others, and coordinate their minds and appendages. Even low levels of it are unsettling things to watch. Use of the higher levels is disgusting, indeed, as flesh parts and exposed organs, atrophied by the Blood Brothers' state of undeath, merge and pulse. Mortals observing the spectacle of this Discipline's more obvious powers must make Courage rolls (difficulty 4), spend a point of Willpower, or flee the area in nausea.

Characteristics

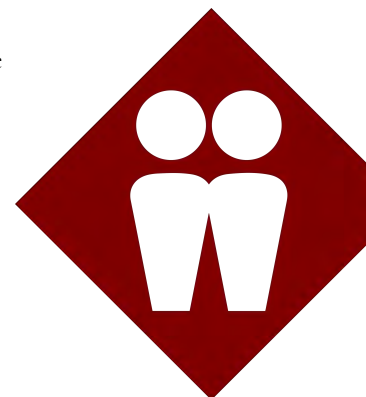
- **Type:** Physical
- **Masquerade Threat:** High. It is very difficult to explain the effects of Sanguinus as natural.
- **Blood Resonance:** Choleric
Physical strong and healthy. Twins feeds Sanguinus.

Level 1

BROTHER'S BLOOD

A circle of Blood Brothers is closer than any Sabbat pack, any blood-bound pair of vampiric lovers, any ghoul family. The circle shares flesh, mind, and, of course, blood. The members of the circle can heal each other's bodies, no matter how far apart they are.

- **Cost:** One Rouse Check
- **Dice Pools:** Chimerstry + Intelligence
- **System:** The player rolls a Rouse Check, which may be used to heal any member of the circle, regardless of distance from the character. The Blood Brother may also “bank” blood, rolling up to five Rouse Check to heal another's in Blood



Brothers superficial wound over the course of several turns. This power takes effect automatically; no roll is necessary. Blood spent by another Frankenstein does not count against the maximum number of Rouse Checks the target character can roll per turn.

Duration: One night

Level 2

OCTOPOD

The Blood Brother circle can donate limbs and organs to one another. This isn't meant for healing after the battle, but for use during the battle. An opponent facing down the Blood Brothers might see one of his opponents grow a second set of legs (making him nearly impossible to knock down), another pair of arms (meaning he can block or parry almost any incoming attack), extra eyes for 360 degree vision, or an extra mouth for an greater blood consumption. Of course, the Frankenstein that gives up the organ might be left a limbless, eyeless, mouthless lump of flesh on the side of the battlefield, but the Blood Brothers never seem to mind that.

- **Cost:** : One or more Rouse Checks
- **Dice Pools:** Stamina + Resolve
- **System:** The “donor” player rolls one Rouse

Check for each limb or organ he wishes to loan to the other circle member and a successful Stamina + Resolve. (Only the donor needs to have this level of mastery of Sanguinus; the recipient may be any other member of the donor's circle.) The loaned organs appear at the end

of that turn, in whatever location the recipient wishes — eyes on the back of heads or on the ends of hands have been seen, as have entire heads located between a Blood Brother's legs. Use of this power does not impart any extra attacks, but it may allow for additional sensory input, more blood to be consumed in a single turn, or extra hands to hold weapons or pin down foes. Only external organs may be loaned in this manner — hearts, stomachs, and brains cannot. of the donor's circle.) The loaned organs appear at the end of that turn, in whatever location the recipient wishes — eyes on the back of heads or on the ends of hands have been seen, as have entire heads located between a Blood Brother's legs. Use of this power does not impart any extra attacks, but it may allow for additional sensory input, more blood to be consumed in a single turn, or extra hands to hold weapons or pin down foes. Only external organs may be loaned in this manner — hearts, stomachs, and brains cannot.

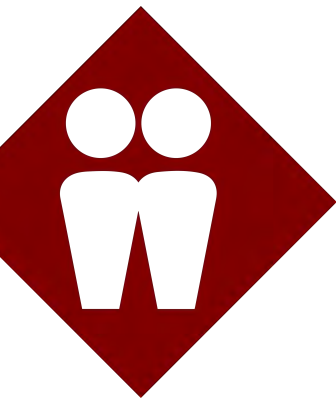
Duration: One Scene

Level 3

GESTALT

Blood Brothers share a hive-mind; this ability was one of the guiding principles behind their creation. The Gestalt power is that hive-mind, the ability of the Frankensteins to coordinate silently and perfectly in battle, to avoid mind-controlling powers, and to act in unison.

- **Cost:** : One Rouse Check
- **Dice Pools:** Variable
- **System:** This power confers several benefits



on the Blood Brothers. For this power to work, however, every Blood Brother in the circle must successfully roll a Rouse Check. If even one member cannot or will make a Rouse Check, this power fails. Once a Blood Brother has met the Final Death, he is no longer a part of the circle, so the power continues to function among the still-undead members of the group.

While this power is active:

- Dominate, Presence, and the like take effect against the highest Wits + Resolve or Intelligence + Composure ratings in the circle. For example, if a vampire attempts to Dominate a Blood Brother under the influence of Gestalt, she must roll against the highest Wits + Resolve ratings any of the vampires in the circle possesses, even if her subject has the lowest Wits + Resolve ratings in the circle. Additionally, a Blood Brother affected by powers in this manner drops out of the Gestalt, though Gestalt remains active for others. This mental “fuse” was supposedly created to prevent the entire circle from being Dominated by a vampire looking into the eyes of one Blood Brother.
- Awareness difficulties for all Blood Brothers in the circle decrease by three, as they share the sensory input of other vampires in the circle.
- By taking no action other than concentrating, a Blood Brother may “loan” an Ability to another brother. For example, a wounded vampire with Melee 4 may step out of combat and loan a circle-mate with Melee 2 his mastery of that Skill. The “borrowing” vampire makes Ability checks against the loaned Trait as if it were his own.
- The Blood Brothers in the Gestalt may communicate through telepathy, allowing them to coordinate actions. In game terms, only one

one initiative roll is made for the circle, based on the character with the highest initiative rating. Not all Blood Brothers in the circle need to have this level of Sanguinus to benefit from the Gestalt. If a given character does not know this power, though, the player rolls Wits + Occult (difficulty 7) when the power is enacted. If this roll fails, the character can still receive loaned Abilities, but gains no other benefits from the Gestalt.

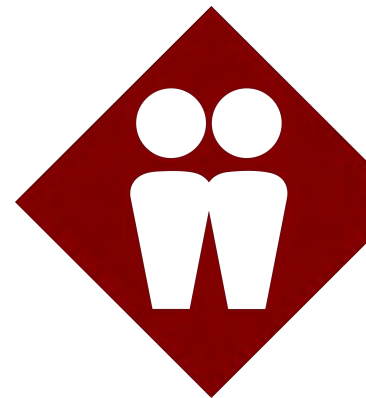
Duration: One Scene or until anyone in the circle breaks the link, if a Blood Brother meets final death while Gestalt is being used the Gestalt is broken and the circle must activate the power again.

Level 4

WALK OF CAINE

The sorcerous theory behind the Blood Brothers reads like a philosophical treatise on the nature of individuality, free will, and haematology. The Frankensteins are not a group of vampires but are one vampire in several bodies, or so goes the theory. As such, any of their characteristics must be viewed as a continuum — they are not individually Twelfth, Eleventh, and Thirteenth Generation, for example, but they are collectively Ninth Generation at any given time.

While the metaphysics of this kind of thinking makes most vampires’ heads ache, there seems to be something to it. A Blood Brother can draw strength from his circle, lowering his Generation to allow for greater feats of vitae expenditure.



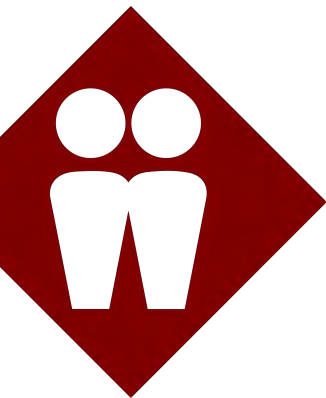
- **Cost:** One Rouse Check per Generation lost
- **Dice Pools:** N\A
- **System:** Each member of the circle can “donate” one step in Generation to an individual in the circle. In the example listed above, the vampire of Eleventh Generation could take one step from his two circle-mates and drop to Ninth, but the vampire of Thirteenth Generation couldn’t drop lower than Eleventh. No matter how big the circle, no Blood Brother can drop to an effective Generation lower than Fourth. Likewise, a Thirteenth Generation Blood Brother can drop to an effective Generation of Fourteenth, which carries with it the penalties listed for the Fourteenth-Generation thin bloods. (He cannot go to Fifteenth Generation, however.) As with Gestalt, only one Blood Brother needs to know this power in order to begin the process. Any that don’t have Walk of Caine need to make a Stamina + Resolve roll. If this roll fails, they may not participate in the action.
- **Duration:** One Scene or until it is stopped.

Level 5

COAGULATED ENTITY

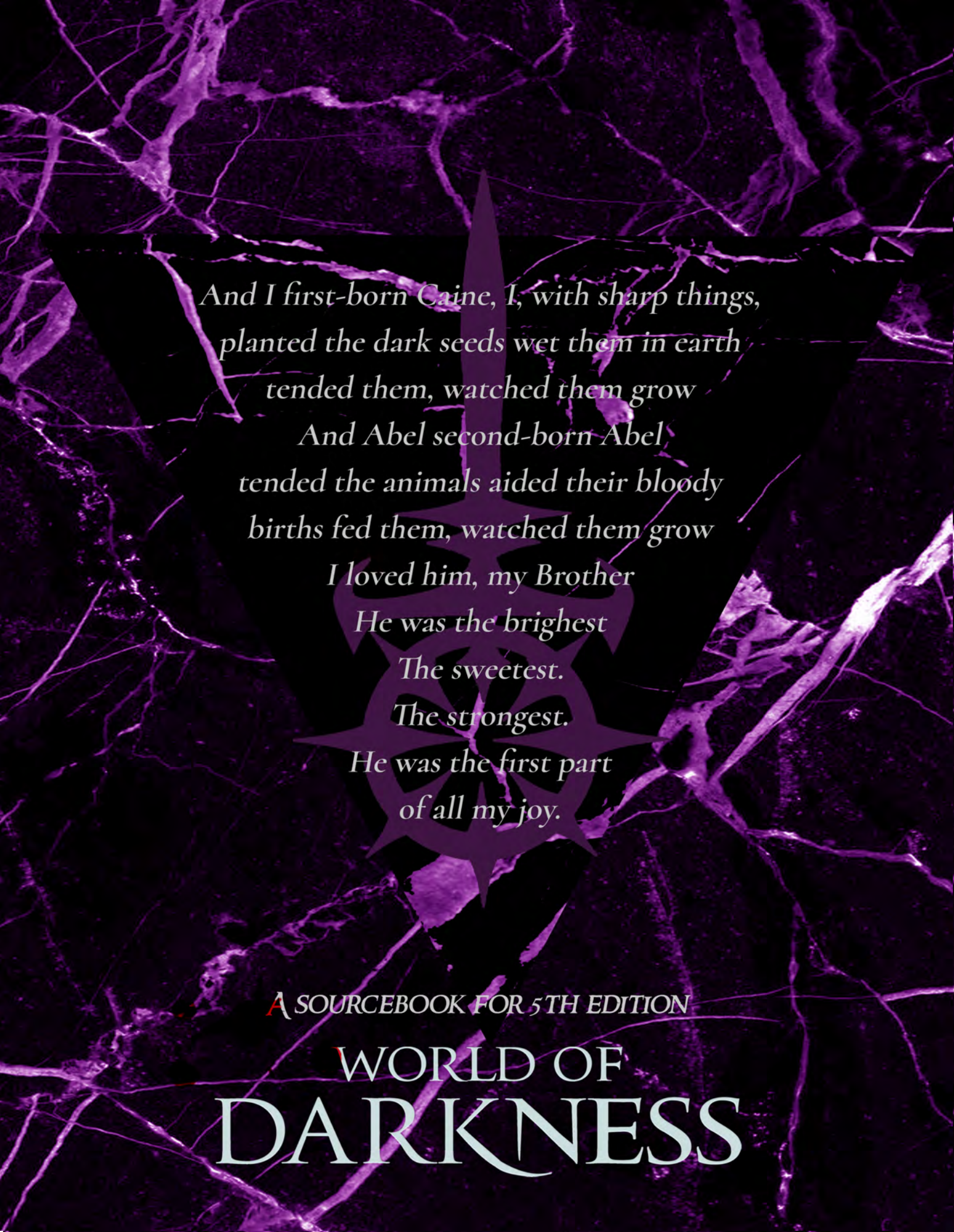
The Blood Brothers merge into a fleshy, bleeding mound of horror. This juggernaut surges forward,

crushing and consuming anything in its path. The Sabbat has learned to its chagrin that if the Blood Brothers are not explicitly told to separate after using this power, they won’t. This merger is, apparently, what the Blood Brothers truly want.



- **Cost:** Three Rouse Checks over three turns
- **Dice Pools:** N\A
- **System:** Every vampire in the circle who wishes to become part of the Coagulated Entity rolls three Rouse Checks each round. Three turns after the process begins, the monster is complete and able to act. The vampire of the lowest Generation who is part of the construct guides the creature’s actions. The actual Generation of the creature itself, however, is the highest Generation of any vampire present in the construct, less one for each additional vampire present in the construct. (Using the previous example, the Eleventh-Generation vampire would be the guide, but the highest Generation is 13, so the overall Entity would be 13 minus 2, or Eleventh Generation.) The creature’s Strength, Stamina, and Perception are equal to the guide’s, with a +1 for every additional vampire contained within. (Generational limits do not apply to this creature — through sheer size, a Coagulated Entity may have a Strength of 5). All physical actions undertaken by the monstrosity gain one extra die to the pool for each vampire beyond the first present in the construct (before splitting dice pools). Only one vampire in the circle needs to possess Sanguinus at Level Five for this power to work. Body parts tend to shift during the creation of a Coagulated Entity — fanged maws at the ends of hands and eyes atop fleshy stalks have been reported by terrified survivors. Storytellers should feel free to give any bonuses (or penalties) to the construct as they see fit. A Coagulated Entity may not be staked, as it has too many hearts in unconventional places for any but the blindest luck to impale. It has a vampire’s normal seven health levels, plus two for each additional vampire who becomes part of the entity (treat these extra health levels as Bruised).
- **Duration:** The entity remains congealed for one scene, unless the Storyteller wishes to rule that no one told the Blood Brothers to separate.





*And I first-born Cain, I, with sharp things,
planted the dark seeds wet them in earth
tended them, watched them grow
And Abel second-born Abel
tended the animals aided their bloody
births fed them, watched them grow
I loved him, my Brother
He was the brightest
The sweetest.
The strongest.
He was the first part
of all my joy.*

A SOURCEBOOK FOR 5TH EDITION

WORLD OF DARKNESS